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OFFICIAL

DONKEY KONG® 64

PERFECT GUIDE

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EVERY SECRET REVEALED!

- All 201 Golden Bananas! • All 3500 Regular Bananas!
- Capture Every Fairy! • How to Get Every Powerup!
- Full Bonus Game Coverage... and much more!

VERSUS BOOKS

Volume 10

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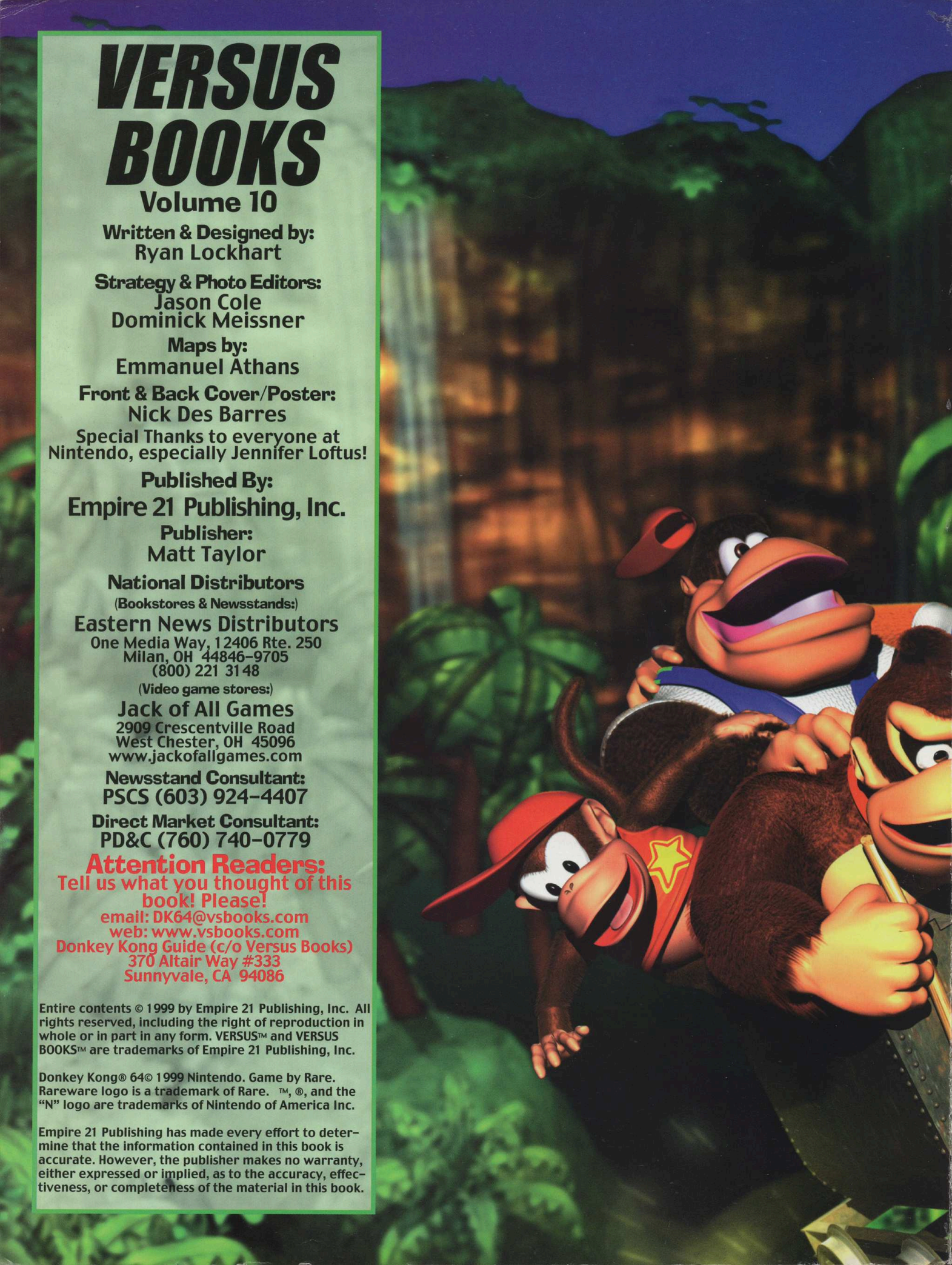

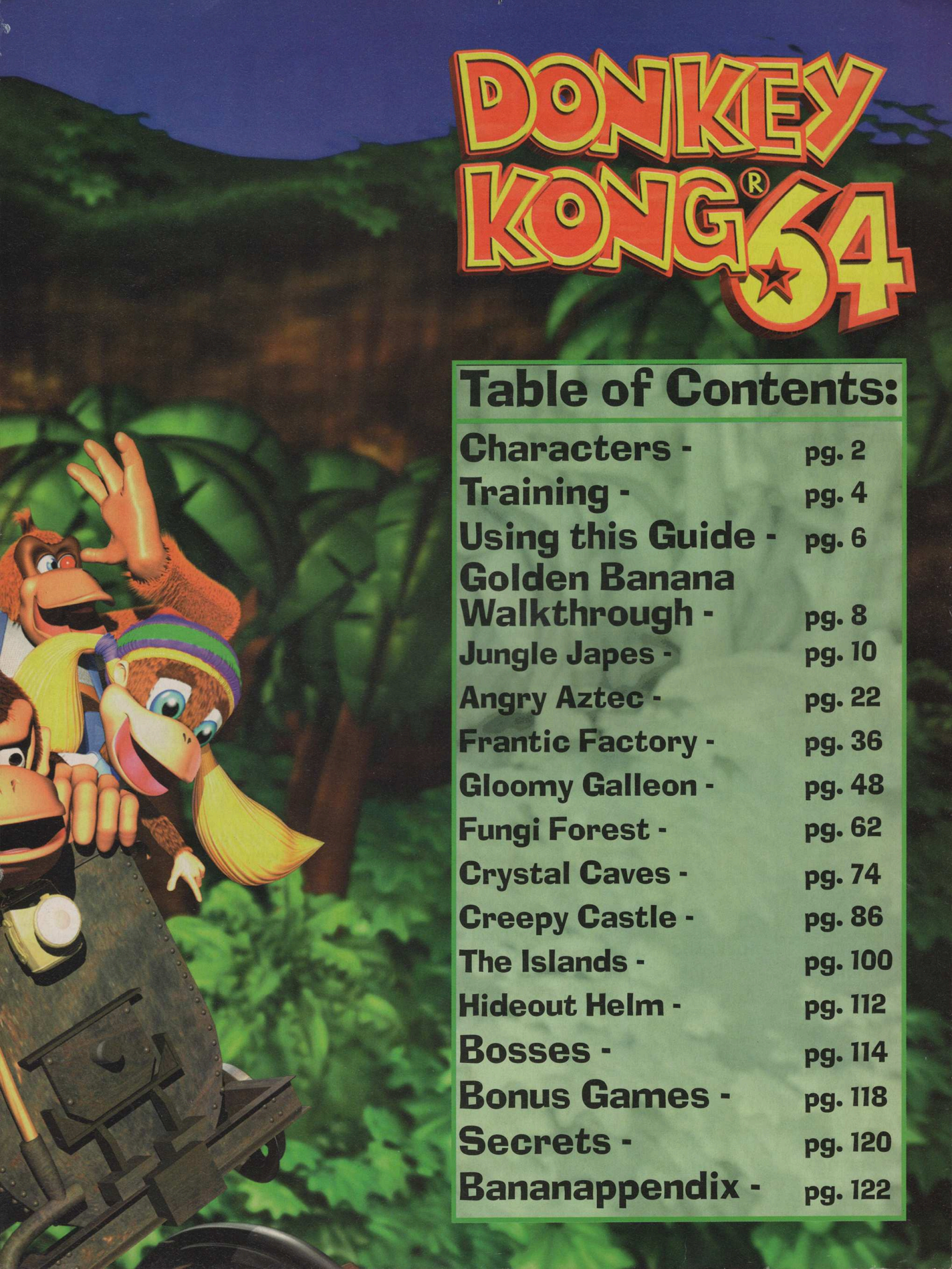

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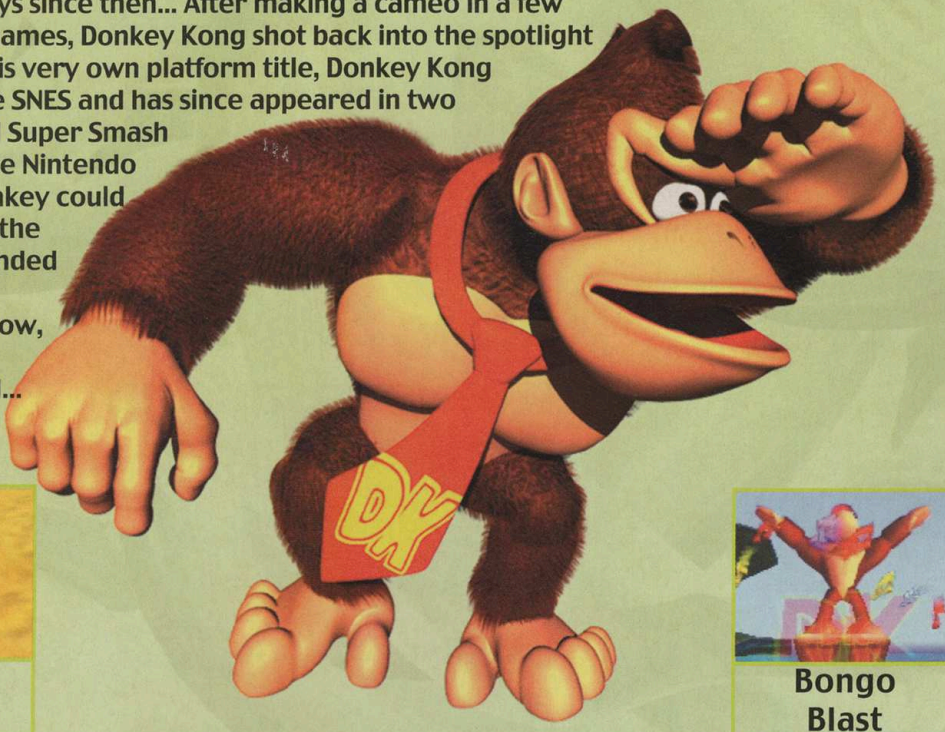
The Kong Clan

These are your characters. Some are new, others old, but each of them hold one thing in common: The Kong family name. And that means one thing: Wacky clothing. Ignoring that fact, they also have great powers! Here's a list of their skills along with where you'll find them.

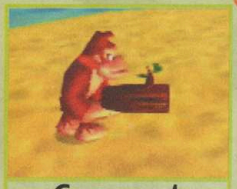
Donkey

As one of Nintendo's very first recognizable characters, Donkey Kong's been around. While he might have been a bit evil in his first appearance (Donkey Kong), kidnapping a young Mario's girlfriend and all, he's apparently seen the error in his ways since then... After making a cameo in a few more arcade games, Donkey Kong shot back into the spotlight as the star of his very own platform title, Donkey Kong Country for the SNES and has since appeared in two more DKCs and Super Smash Brothers for the Nintendo 64. In DK64 Donkey could be considered the most well-rounded of the bunch: Strong, a bit slow, but stable and easy to control... Plus, he's got a nice tie.



Baboon Blast
Jungle Japes

Gorilla Grab
F. Factory



Coconut Cannon
Jungle Japes

Bongo Blast
Angry Aztec

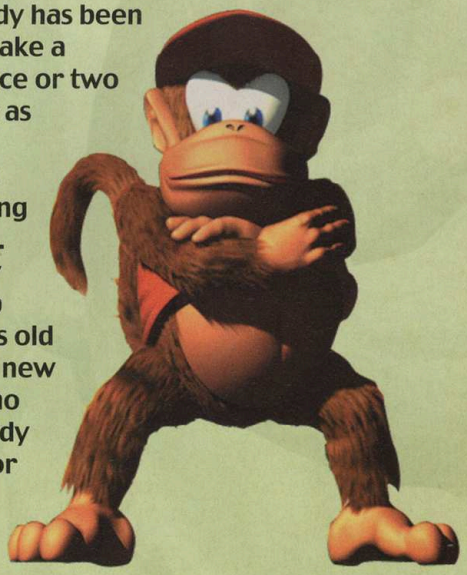
Strong Kong
Angry Aztec

Chimpy Charge
Jungle Japes

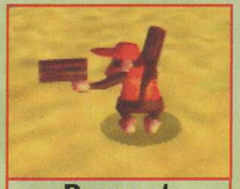
Rocketbarrel Boost
Angry Aztec

Diddy

The most reckless of all the Kongs, Diddy has been known to take a crazy chance or two in his gaming career. After a long stint as Donkey's right hand man in the SNES Donkey Kong Country series, Diddy set out for new thrills and ended up starring in his own N64 title, Diddy Kong Racing. After a bit of coaxing by Donkey, Diddy agreed to team up once again with his old partner for this all new 3D romp. Those who take control of Diddy need to prepare for sky-high thrills, and a bit of head banging...



Simian Spring
F. Factory



Peanut Popguns
Jungle Japes

Guitar Gazump
Angry Aztec

Tiny

Feather Bow

Angry Aztec

Saxophone Slam

Angry Aztec

Replacing Dixie as the new Kong youngster, Tiny has huge shoes to fill. Despite her small feet, she does this nicely thanks to a few handy powers. Aside from the fact that she actually has pig tails, this Kong can float across huge gaps with her Pony Tail Twist, and can shrink even smaller than her already small size to enter the tiniest of holes – allowing her to explore areas no other Kong has ever seen...

Mini-Monkey

Angry Aztec

Pony Tail Twirl

F. Factory

Monkey Port

C. Caves

OrangStand

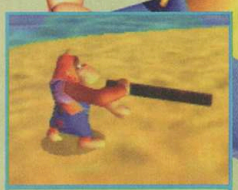
Angry Aztec

Baboon Balloon

F. Factory

OrangSprint

C. Caves



Grape Shooter

Angry Aztec

Lanky

The practical jokester of the bunch, Lanky humors all with his stretchy limbs and wacky personality. His abilities are so powerful, however, he often ends up making monkeys out of the other Kongs.

Trombone Tremor

Angry Aztec

Pineapple Launcher

F. Factory

Chunky

Chunky is the staple "slow but strong" character in DK64. But, he's silly and can knock any enemy cold, so we like him. You should too!

Triangle Trample

F. Factory

Hunky Chunky

F. Factory

Primate Punch

F. Factory

Gorilla Gone

C. Caves

Training!

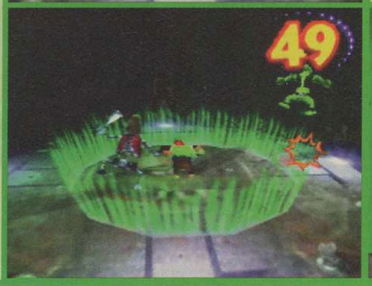
On your face and give me ten! Well, this isn't that kind of training... Actually, this section just gives you some great tips – follow these words of wisdom and prepare to dominate.

Music Matters

Remember how your 3rd grade music teacher said that a good song is the most powerful thing in the world? Well, it ends up Mrs. Patterson was right...at least in regards to DK64. Each Kong's instrument can wipe out any normal enemy in the game with a single tune! Even those creepy wind-up robots in the Factory can't stand this attack, even though they, like real wind-up toys, are cold and unfeeling.

Arena Advice

Ah, the Donkey Kong 64 Battle Arenas. Where a primate and one of K.Rool's minions can fight each other with honor. Or, perhaps not. In the many DK64 Battle Arenas (check out the walkthrough for their exact locations), you'll be flanked on all sides with baddies. One you meet the Fairy Queen (see page 120) though, this fight will be easy – just do the Fairy Super over and over. Until you get that power though, don't use Donkey if possible, and only use small attacks – unless you want to go over the side...



Krusha Krack!

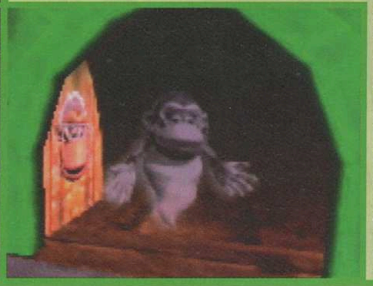
Krushas. You can find them on every level, and they can end up being a pain in the neck for any Kong. Sure, you can just shoot them from far away, or blast a note at them, but where's the sport in that? Exactly! We don't care! Wait, perhaps we do... OK, if you want a good, "manly" way of finishing them off, try rolling into them, and then hitting the punch button as they get up. The Krushas go down with just those two hits!

Vitamin C

There was a time when scientists thought the only real benefit to Oranges was their high dose of Vitamin C. But, newly discovered research indicates that not only can these fruits take out the common cold, they can annihilate most baddies in DK64! Use these fruits whenever you're over-whelmed and low on Music Notes. They are especially effective on those annoying wind-up robots in the factory. Even those big-horned Clubbies will fall to the citrus power if you wait until their club is stuck in the ground before throwing!!

Great Granny!

It's a fact, Grandmas always dispense great advice – try it at home, you'll see! This rings true for DK64 also, even though Wrinkly is dead. That doesn't stop this Grandma though! Her ghost will be waiting behind those colored doors in each level's entranceway. Not that you'll need it, though...You've got this book!



Rolling Rush

You'll probably notice right away that Donkey isn't exactly the fastest Kong on the block. Make him hurry up by rolling everywhere! This useful technique also works well for Chunky – and has the double effect of not only speeding up your primate, but also knocking out any oncoming enemies. Try it, rolling's fun and healthy!

Fairy Super!

Who could have guessed? The Fairy Queen, despite her kind and playful exterior, bestows on you one of the most damaging and useful powerups in the game...for free! Just go into her temple as Tiny (see page 120), grab her Camera, and get a new power up. Take out enemies fast, clear Dirt Mounds, and earn all the Crowns in Battle Arena with ease. Nice!

Bananaport!

If you're like us, you look for any way to cheat at every game. Well, using Bananaports isn't exactly cheating, but it delivers the same type of naughty excitement real cheating offers, and saves you major time to boot! See those colorful numbered circles on the ground? Well, once you walk over two with the same number on any level, you'll be able to transport between them by hitting that "Z" button. Hop your way around the level faster, use them to quickly zap to Swap Barrels, or just teleport to save time on races. Just don't tell your parents.

Blueprint Bonus!

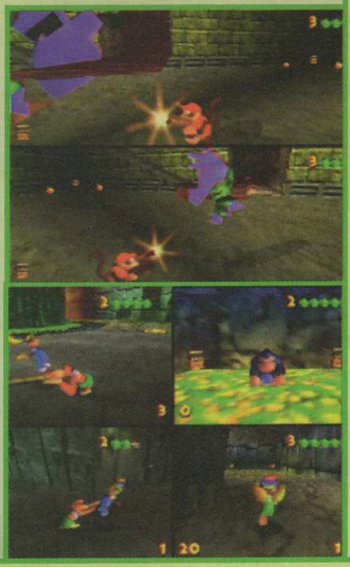
Snide always seems a bit too excited to get those Blueprint Pieces, but don't worry, it helps you too. For every piece you return, an extra minute is placed on the Hideout Helm's time limit (page 112).

Colored Plates

Wonder why you can't nail some of those colored Faceplates? Well, each color corresponds to the slam force needed to activate it. But don't worry, the appearance of a new color of Plate normally means Cranky has a new Slam potion for you in the upcoming levels...

Fun 4 Friends

So, are your friends tired of just sitting there, watching you play DK64? Invite them into the action, deathmatch style! While DK64 multiplayer might not offer the blood and guts of Quake II, it still delivers high amounts of competitive fun for up to four players! Here's a tip to make your friends fear your primate power – hunt down those Red Ammo Boxes, they'll give you homing ammo for your weapon, allowing you to take them down from afar!



Many Mounds!

Those strange dirt patches you see lying around the levels sure are a mystery – and there's got to be some grand reason for them, right? Well, if you see Multicolored Coins as a grand reason, then yes. You can uncover the Mounds by activating your new Fairy Powerup on them...

How to Use This Guide!

Over the next 106 pages you'll find detailed information how to nab all of those 201 nifty Golden Bananas. But before you begin your quest, you might want to check out these couple pages for an idea on how to use our lovely strategy guide.

Barrel Difficulty Meter

Although most of the Golden Bananas in this game are easy to nab, there are a few that could cause those with a lack of patience to yank a bit of hair. With your hair in mind we came up with this nifty difficulty meter. If you just want to quickly beat the game, skip the Bananas with 4 barrels and up...

Monkey Upgrades

Sure, your primate seems powerful enough from the get-go, but, believe it or not, there's many upgrades available...at a cost. Most of the levels offer some sort of upgrade, so check out this chart to see who has what, and how many coins they'll cost. Low on money? Don't worry, coins are everywhere...

Golden Banana Walkthrough

Here's the meat of the walkthrough: The descriptions on exactly how to get those crazy Golden Bananas. Follow the directions carefully, and if you ignore the meaningless text surrounding the descriptions, you should be able to collect all those Golden Bananas with ease!

Jungle Japes
Donkey Kong's starting level gives him the first, and strangely, the last chance to transform into Rambi the Rhino. Have fun while it lasts!
PowerUp!
cranky
Baboon Blast
x3
funky
Coconut Cannon
x3
1 let's begin!
EASY
HARD
The first Banana is incredibly easy to get. At the main hub, just leap in the water, climb the vine on the left, and make your way to Diddy's cage.
Main Hub
Diddy
Baboon Blast
2 save diddy!
EASY
HARD
Now that you have your first Golden Banana, you've probably noticed a well-dressed monkey behind bars. Sure, it's fun to ignore Diddy's pleas, but you'll never finish without his help. Shoot the three Coconut Switches that appear in the main hub with your gun. No gun? Talk to Funky and he'll hook you up.

Walkthrough Section

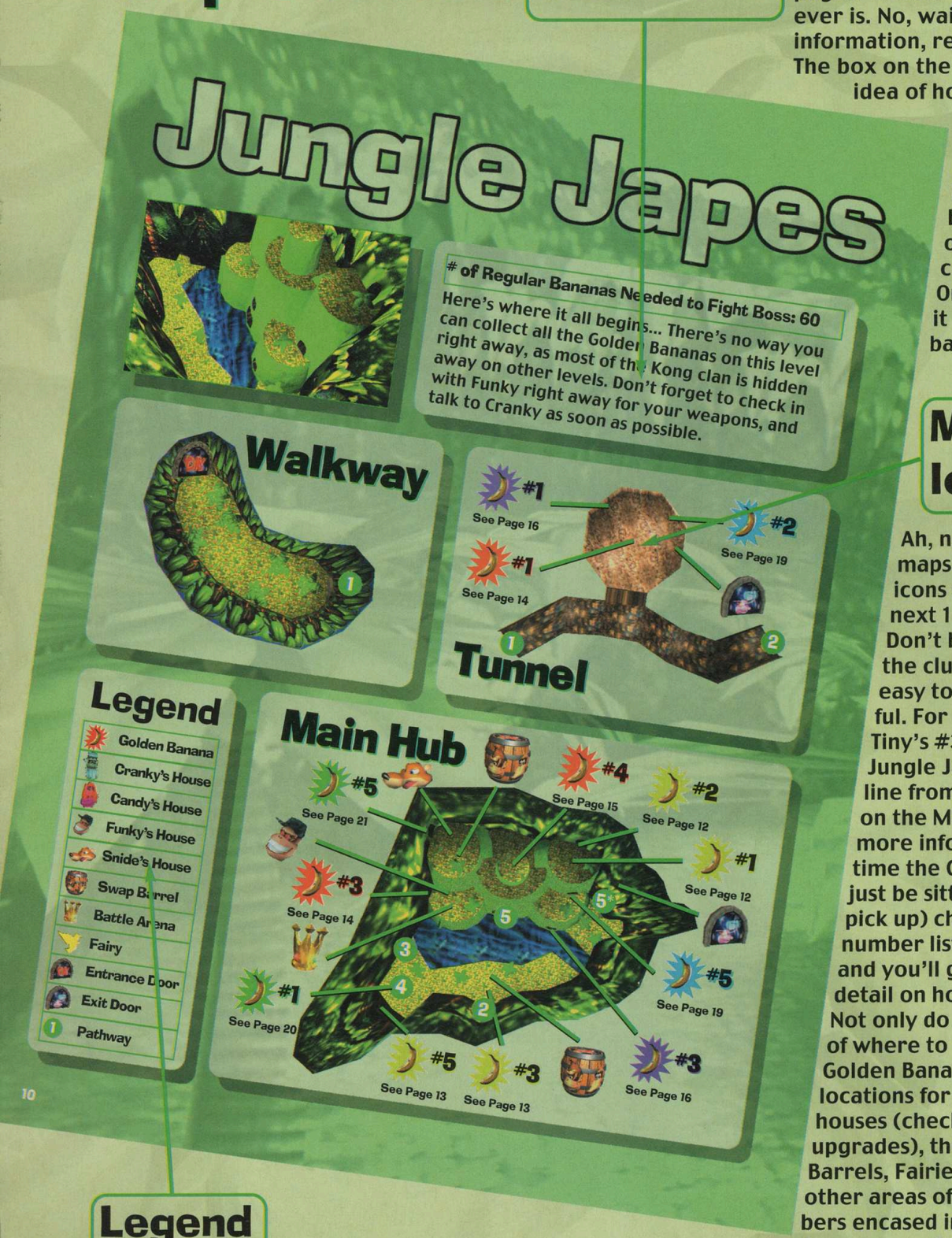
Screen Shots

These pictures show what to look for when hunting down those Golden Bananas... Wait, isn't this kind of self-descriptive? Go to the next page...

Map Section

Opening Text

I don't know about you, but there's nothing I enjoy more then reading the small print on the top of map pages. Useless banter, that's all it ever is. No, wait! We have good information, really! Check it out: The box on the top gives you an idea of how many Regular Bananas you need to collect before moving on to the boss, and the text below gives you a tip or two on how to complete the level. Or, on the other hand, it might just be useless banter...



Maps and Icons

Ah, nearly 100 rendered maps and almost 1000 icons spread across these next 106 pages.Scared yet? Don't be! If you look past the clutter, they're actually easy to use, and quite helpful. For example, if you need Tiny's #3 Golden Banana in Jungle Japes, just follow the line from the icon to the point on the Main Hub map. For more information (most of the time the Golden Banana won't just be sitting there for you to pick up) check out the page number listed below the icon, and you'll get more than enough detail on how to grab that prize. Not only do we give you an idea of where to get those valuable Golden Bananas, but we also list locations for all of your buddys' houses (check them out for upgrades), the Exit Doors, Swap Barrels, Fairies, Battle Arenas, and other areas of interest. The numbers encased in colored circles link the maps, and that door with the DK symbol is where you start. Easy, huh? Oh, just to avoid any confusion, the numbers we give Golden Bananas are just the order we got them in (and they correspond with the number in the walkthrough), but you can do it in nearly any order you want...

Legend

Wondering what that funny rat face plastered all over these maps represents? Well, check out the Legend! Doing so will inform you that the icon in question shows you exactly where Snide's house is located. And, by the way, he's a weasel, not a rat...

World Map

1 Jungle Japes

Page 10

1 Golden Banana needed to enter

Fairies: 2
Arenas: 1

2 Angry Aztec

Page 22

5 Golden Bananas needed to enter

Fairies: 2
Arenas: 1

3 Frantic Factory

Page 36

15 Golden Bananas needed to enter

Fairies: 2
Arenas: 1

4 Gloomy Galleon

Page 48

30 Golden Bananas needed to enter

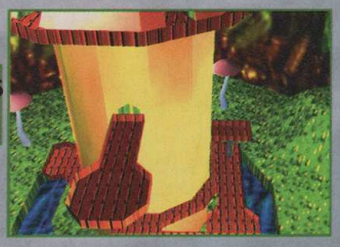
Fairies: 2
Arenas: 1

5 Fungi Forest

Page 62

50 Golden Bananas needed to enter

Fairies: 2
Arenas: 1



6 Crystal Caves

Page 74

65 Golden Bananas needed to enter

Fairies: 2
Arenas: 1

7 Creepy Castle

Page 86

80 Golden Bananas needed to enter

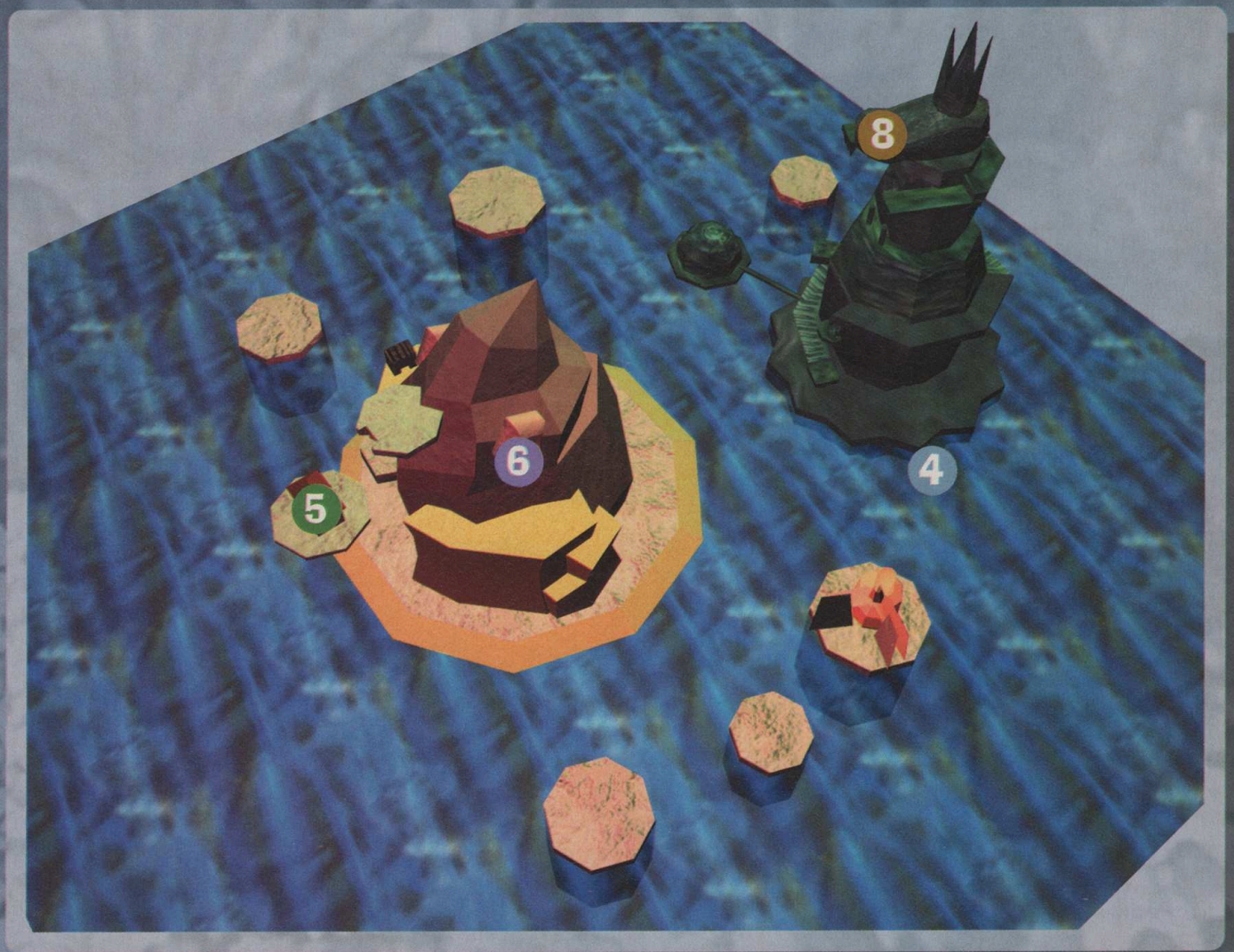
Fairies: 2
Arenas: 1

8 Hideout Helm

Page 112

100 G. Bananas needed to enter

Fairies: 2
Arenas: 1



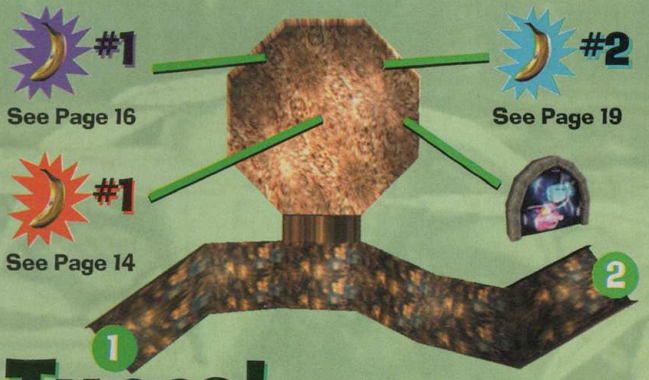
Jungle Japes

# of Regular Bananas Needed to Fight Boss: 60

Here's where it all begins... There's no way you can collect all the Golden Bananas on this level right away, as most of the Kong clan is hidden on other levels. Don't forget to check in with Funky immediately for your weapons, and talk to Cranky as soon as possible.

Walkway

Tunnel

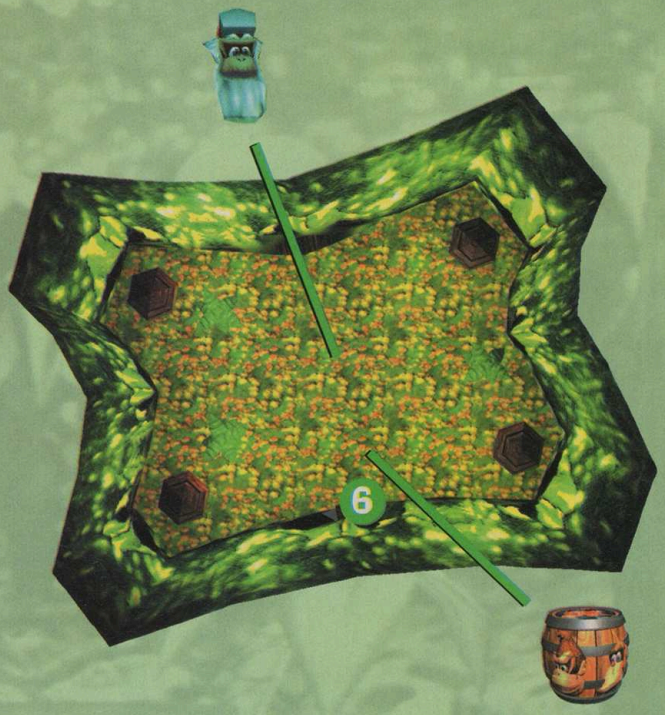


Legend

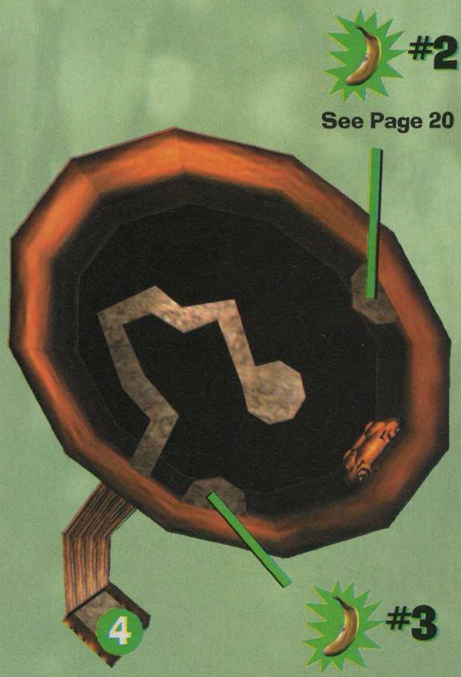
- Golden Banana
- Cranky's House
- Candy's House
- Funky's House
- Snide's House
- Swap Barrel
- Battle Arena
- Fairy
- Entrance Door
- Exit Door
- 1 Pathway

Main Hub

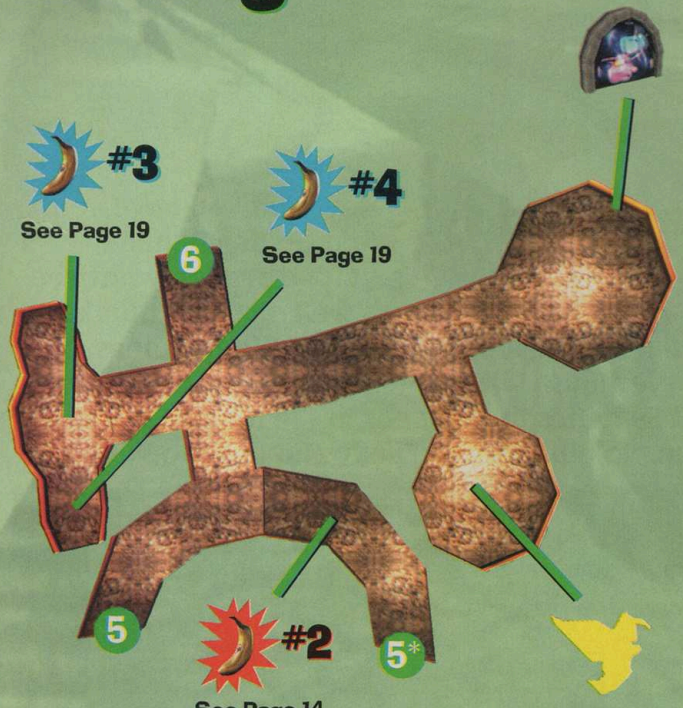
Cranky's Clearing



Dragon Cave



Linking Tunnel



Beehive Area

Jungle Japes

Donkey Kong's starting level gives him the first, and strangely, the last chance to transform into Rambi the Rhino. Have fun while it lasts!

PowerUp!

cranky
Baboon Blast x3

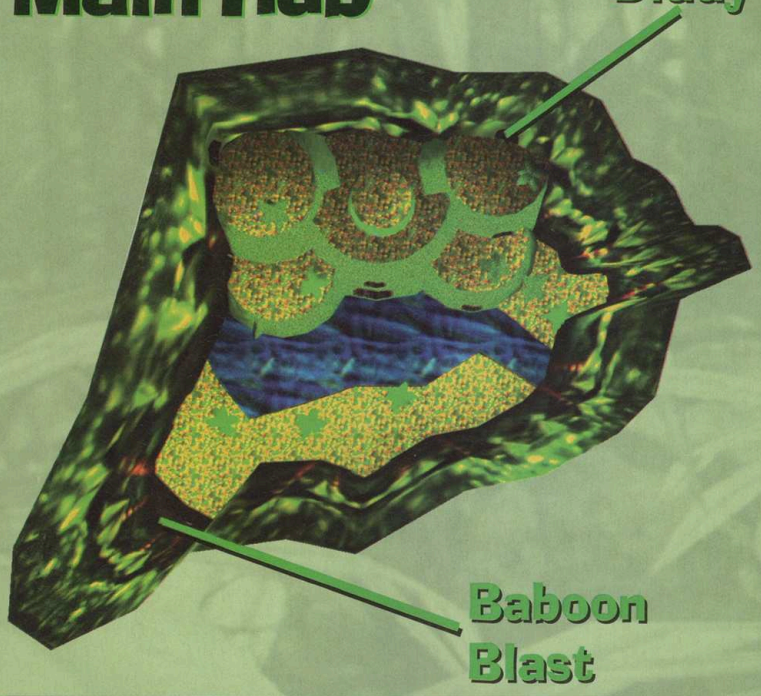
funky
Coconut Cannon x3

1 let's begin!

EASY HARD

The first Banana is incredibly easy to get. At the main hub, just leap in the water, climb the vine on the left, and make your way to Diddy's cage.

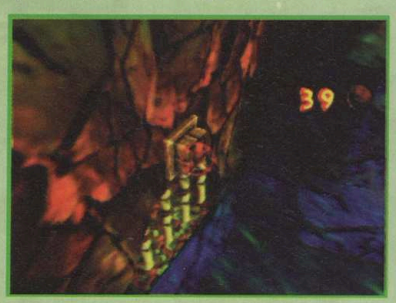
Main Hub

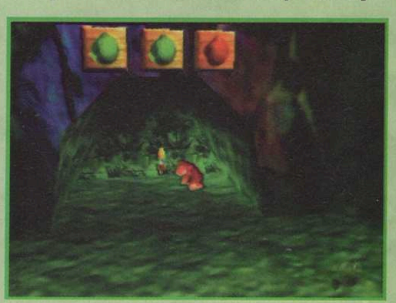


2 save diddy!

EASY HARD

Now that you have your first Golden Banana, you've probably noticed a well-dressed monkey behind bars. Sure, it's fun to ignore Diddy's pleas, but you'll never finish without his help. Shoot the three Coconut Switches that appear in the main hub with your gun. No gun? Talk to Funky and he'll hook you up.

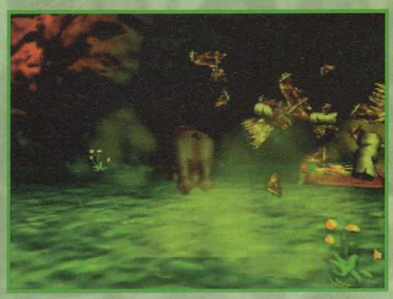




3 rhino rampage

EASY HARD

Once you save Diddy, the way to Professor Cranky's hut will open. Go visit the old coot and buy the aptly-named Baboon Blast potion off him. But, before you go back to the main area to test out your new brew, take a peek behind the old ape's hut. Shoot the Coconut Switch above the gated cave to open the bars and take a leap into the box. Now you've been transformed into a wild animal! Well, a different wild animal... This one's named Rambi. So, with your newfound running and head-bashing powers, go on a bout of random destruction and destroy all the little houses around the Professor. Then charge through that huge rhino-face wooden door back in the cave leading to this area. Once you're done fooling around, come back to Cranky's location and stomp the newly uncovered Donkey Faceplate - a Golden Banana will unlock near the first Tag Barrel!



Go knock some stuff down as Rambi!

4 krush him!

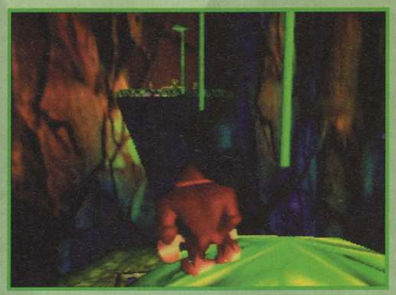
EASY HARD

The first Krusha you'll have to take down is lingering around in the cave that links the Main Hub to the Beehive Area. So, on your way to the Baboon Blast area, you might as well stop by and stomp this yellow-haired baddie. He's easy to beat, just leap over his shockwave attacks and slap him around a bit. Once he gets tired, the first Blueprint is yours! Take it to Snide (his house is near the top of the Main Hub), hand it over, and you'll have another Golden Banana to add to your collection. Cheer up! Only 195 more to go...

5 monkey in a barrel

EASY HARD

After you've had your Krusha fun, head back out to the main hub and get ready to fly the friendly skies. Climb the tree next to the #3 Bananaporter (it's on the lower left side of the hub map), swing across to the ledge using the vines, and hit the "Z" button when you're standing on the Donkey Facepad. In this somewhat cruel game, you've got to "fire" Donkey Kong from barrel to barrel, catching Coins and Regular Bananas on the way, and eventually make your way to the Golden Banana. If you miss a barrel, or fail to nail the Golden Banana at the end, you'll fall back to Earth and have to try all over again. If you do miss some Coins or Regular Bananas along the way, don't worry, you can re-try this mini game as much as you want. As soon as you're done, leap into the Tag Barrel and get ready to tackle this level as Diddy.



Jungle Japes

Explore a hidden cave and thrill to DK 64's first minecart ride as you play Diddy's Jungle Japes game...

PowerUp!

cranky

Chimpy Charge x3

funky

Peanut Popguns x3

1 poppers!

EASY HARD

Your first task as Diddy should be to travel to Funky's Weapon Shop and pick up your new double Peanut Popguns. Shoot them. Aren't they cool? It's just like a John Woo film...except for the monkeys and bananas. With your new weapons in hand, make your way back to the cave that leads from the starting point to the main hub, and fire away at those pesky Peanut Switches. Once inside, you'll notice a Golden Banana and a giant blue beaver. Take the Banana, leave the beaver.

2 krushim...

EASY HARD

This Krusha is located in the cave on the way to Professor Cranky's area, right underneath the Troff n' Scoff portal to the right. Same tactics as you used against Donkey Kong's Krusha, run in and slam him around, but watch out for his shock-wave attack... Go see Snide once he's down.

3 losing time

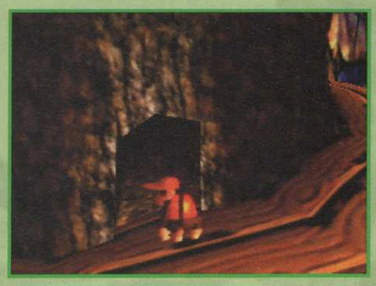
EASY HARD

Get used to these timed races in Jungle Japes... Go to the area where Donkey/Rambi leveled everything (the clearing with Professor Kong's hut), and stomp on Diddy's face-plate. Use the #4 Bananaporter for a head start, then dash your way to the Golden Banana, found right past Funky's Weapon Shop.

We at Versus Books are pro-cheating. It's fun!

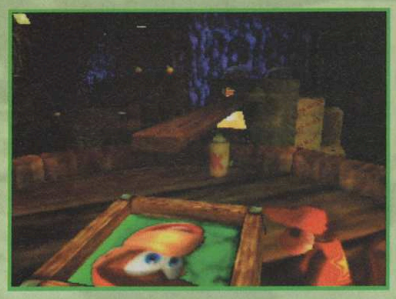
4 the hill

EASY HARD



Surprisingly large for an exclusive area, Diddy will find two of his Golden Bananas inside this Mining Cave. Getting inside is easy, but be prepared for somewhat difficult enemies . To enter shoot the Peanut Switch at the base of the hill (near the top of the Main Hub) and run up the walkway. Once inside, fire away at the flying insects and leap up onto the mound straight across from the entrance. Hitting the switch completes the plank bridge. Run back, cross the bridge (be careful!), and hit the Diddy Faceplate. A Golden Banana awaits you on top of the hill....

Don't miss the opening on your way up!

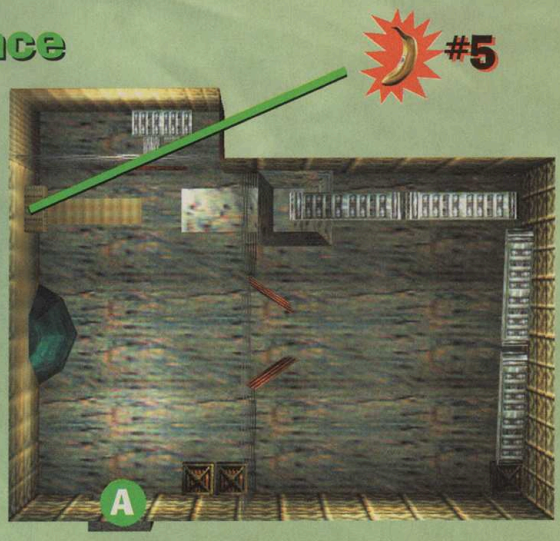


5 krazy kart

EASY HARD

Hark back to the days of Indiana Jones and the Temple of Doom with this thrilling minecart ride. Just like Indy, you'll be able to race across rickety tracks, collect Coins, and dodge club-wielding alligators! To start this ride go into the second room inside the Mine Cave, activate the conveyor belt by hitting the Plates and Switches found here, and then run up the belt when the green lights are showing...

Mine Room 1



Mine Room 2

Jungle Japes

You'll have to use Tiny's trademark shrinking move to uncover two Golden Bananas here, so don't forget to collect the potion from the Professor first!

PowerUp!

cranky

Mini-Monkey* x3

funky

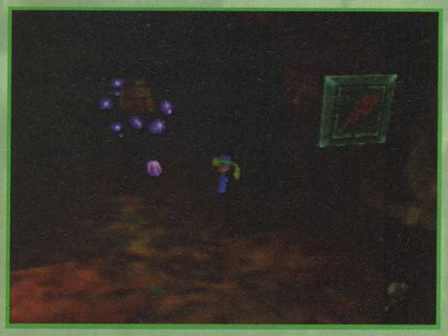
Feather Bow* x3

* if you didn't collect in Aztec

1 feathers away!

EASY HARD

On your quest to gather all of Diddy's Golden Bananas, you probably noticed a few more gates in the cave you opened near the entrance to the level. Take Tiny back to that cave and open her gate using the Feather Gun (grab it from Funky if you haven't already). Leap inside the uncovered Bonus Barrel for a try at the Splish Splash Salvage game...and a Golden Banana!



2 krushattack

EASY HARD

Tiny's Krusha is in the same area as Donkey's was. You should travel further down the passageway to knock him out and grab the Blueprint Piece. Once you get your grubby mits on it, take the Piece back to Snide for your reward.

3 small race

EASY HARD

If you've cleared out the houses using Rambi, a Faceplate with Tiny's mug should be waiting in Professor Cranky's area. Stomp on it to begin the timer, and jam to the newly opened cave near the edge of the water. Inside you'll find your prize...

4 let's get small...

EASY HARD

The last two Golden Bananas for Tiny are located in the same area. From the Tag Barrel, head left into the cave past the #3 Bananaporter. Shoot both Feather Switches to enter the area at the end of the cave. Assuming you have already talked to the Professor and have gained the Mini-Monkey power up (if not, do it now!), leap into the Tiny Barrel near the Beehive for some small fun. Head into the Beehive and activate the left switch. This will open the second gate. Activate the switch in there to enter gate 3. Climb the steps for your Golden Banana!

Beehive Area

Only Tiny can enter the Giant Beehive...

5 tiny stumped

EASY HARD

Once you nab the Golden Banana inside the Giant Beehive, go over to the Large Stump in the same area, and leap into the Tiny Barrel that's floating there. Once you're small, use the mushroom to launch you onto the Stump and fall into it to receive another Golden Banana, the last one you'll need on this stage. This area also hides a few Regular Bananas you can only grab when you're shrunk down, found under the fallen tree logs on either side of the area. Run on through and collect them before leaving the level!

Jungle Japes

In Jungle Japes Lanky teaches us that no hill is too steep for a monkey to climb, and that grapes are powerful weapons...

PowerUp!

cranky

OrangStand* x3

funky

Grape Shooter* x3

* if you didn't collect in Aztec

1 first fairy

EASY HARD

As Diddy, shoot the Peanut Switch on top of the small hill when you exit the minecart. If you did this earlier, you've no doubt noticed some surfaces are much too steep for monkeys – even monkeys equipped in the latest in cap technology – to climb. That is, of course, unless you're an ape armed with the Professor's OrangStand potion! Leap onto your hands and make your way up the hill and into the cave. Stomp the two pillars found here, fight the bugs, and the Golden Banana's yours, along with a little fluttering surprise....

Come back here after you have the Camera!

Pillar Room

2 bonus blast

EASY HARD

In case you haven't yet, this would be the perfect opportunity for you to go visit Funky and pick up your Grape Shooter, as you'll need it to grab this Golden Banana. With Shooter in hand, make your way back to that first gated cave near the entrance to Jungle Japes, and fire off a few purple ones at the Switches found in the adjoining room. Once the gate is open, so is your path to the Bonus Barrel featuring the always fun Mad Maze Maul mini-game. The idea here is to knock out all the enemies and get out in the time limit, a task that sounds much easier than it actually is... Once you make your way to the other end of the maze, another Golden Banana will be in your paws!

3 krusha tag

EASY HARD

If you take the left path at the four-way intersection in the cave that links the main hub with Professor Cranky, you'll come face-to-face with the blue-haired Krusha. Take him out in a similar fashion to the rest - run in and slam him down before he can get his shockwave attack out. Or, if you feel up to it, leap over his attacks and nail him when he's still recovering. You might as well grab the next Golden Banana before you go see Snide and cash in...

4 handstand

EASY HARD

In the same area as the Krusha there's one of those slopes no one else can climb. Activate your OrangStand and scoot your way to the top of the hill and then leap into the Bonus Barrel you'll find there. You'll be able to perfect your vine-swinging skills at "Swinging Sortie," and even pick up one of those tasty Golden Bananas everyone's talking about while you're at it...

5 lanky race

EASY HARD

Much like the other timed races on this stage, you've got to slam Lanky's Faceplate in the Professor's area, and then haul your way up to the Golden Banana. Just as always, take the #4 Bananaporter to save a few seconds, then dive in the water, make your way up the vine, and swing across the canyon. Be careful not to make any mistakes, a few seconds lost could mean you'll have to start the race all over again.

Jungle Japes

When you bring Chunky to the first level, he'll be able to open up a new area previously hidden from the other apes...

PowerUp!

cranky
Hunky Chunky* x3

cranky
Primate Punch* x5

funky
Pineapple Launcher* x3

* if you didn't collect in Factory

1 rock-it

EASY HARD

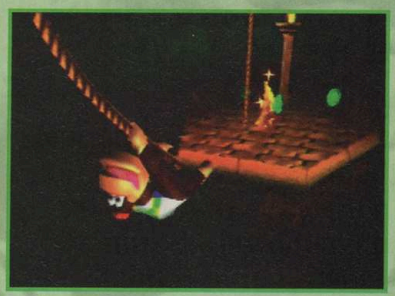
This is an easy Golden Banana to nab. See the rock on the big "X" to the left of the Tag Barrel? Throw it against a wall and it's yours...

Grab that rock!

2 x marks...

EASY HARD

After you've gotten rid of the rock, butt slam that giant "X" three times to open a secret passage containing two Golden Bananas. Follow the dangerous fire-ridden path a bit and you'll come face-to-face with a giant stone Dragon Face. A quick glance to your left and right will reveal the locations of both prizes. Shoot the left eye of the Dragon, and swing across the ropes for the first Golden Banana.



Dragon Cave

3 green krush

EASY HARD

Fire at the Dragon's other eye and ropes to your right will lower, allowing you to reach Chunky's piece of the Blueprint. Be careful! The Krusha on the other end will send out shockwave attacks as you swing across, which can cause you to lose your grip, sending you into the void. To be safe, just shoot the Krusha to submission after lowering the vines, and then dash across for a hassle-free Golden Banana. Or, if you feel the need for a square fight, wait until he does a couple of shockwave attacks in a row, then rush across and beat him down before he has the chance to recover. On the way back, watch your step...and take a couple of extra seconds to stare at the incredible fire effects. Nice, eh?

He's got beautiful eyes

4 giant kong!

EASY HARD

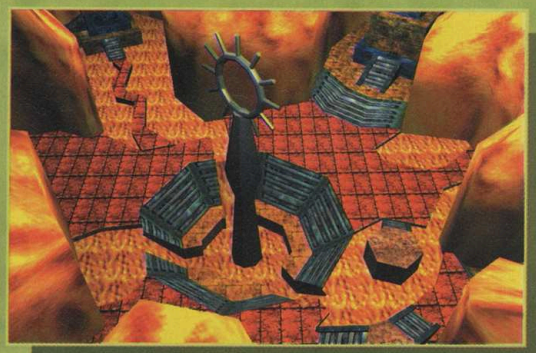
If you didn't already talk to Professor Cranky, go do it now, you'll need the Hunky Chunky skill before nabbing this Golden Banana. With Cranky's first potion in tow, travel to the clearing with the four large palm trees (take the cave past the #3 Bananaporter in the Main Hub) and leap into the nearby Chunky Barrel... Now that you're larger than actual size, you'll be able to reach the floating Bonus Barrel that's overhead. Leap into it for a try at one of the more enjoyable bonus stages, Mine Kart Mayhem - watch out for the explosive barrels! Upon completing the bonus game the fourth Golden Banana will be yours! While you're here you might as well become large again, and climb the giant palm trees that circled the Chunky Barrel for some hidden Regular Bananas...

5 big sprint

EASY HARD

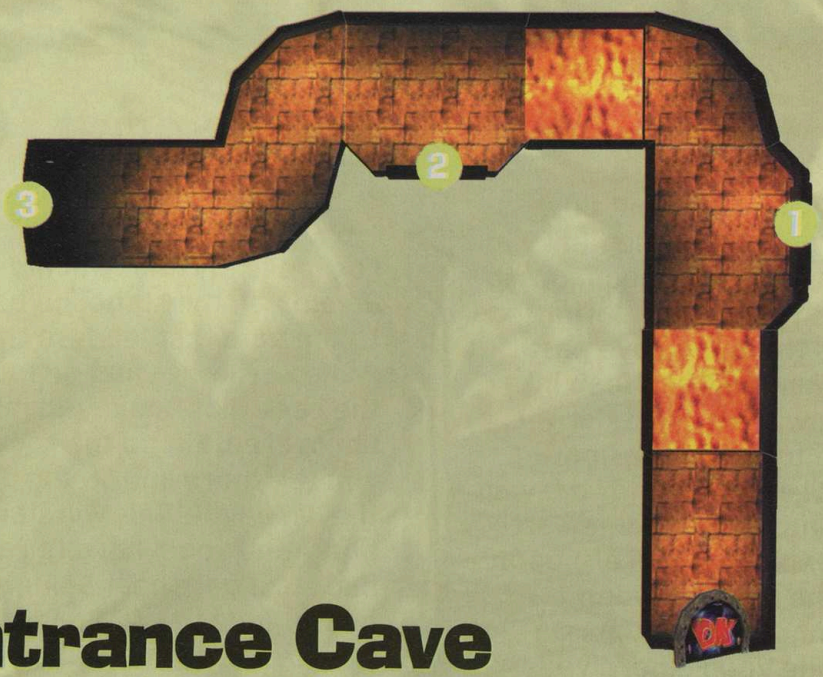
For the final Chunky Golden Banana on this stage, go back to the path that leads to the Professor's area and go into the cave that Donkey/Rambi uncovered. Lift up the rock you see there and stomp on the Faceplate. This will start a timer and you'll have to race back to a gate near Snide's house. Take the #2 Bananaport to save some time, and jam to the gate before it closes. Now that you're near Snide's, drop off your Blueprint Piece, and collect that Golden Banana if you haven't yet.

Angry Aztec



# of Regular Bananas Needed to Fight Boss: 120

Sandy and huge. Those are the only two words needed to describe Angry Aztec. Easily twice the size of Jungle Japes, Angry Aztec is a monster of a level – and the Golden Bananas are hidden far and wide. Don't fret though, the two new Kongs you'll free will be more than happy to help...

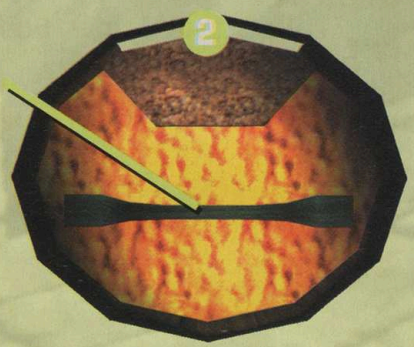


Entrance Cave

Legend

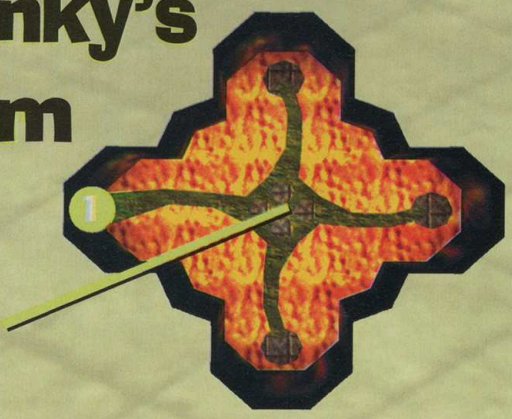
- Golden Banana
- Cranky's House
- Candy's House
- Funky's House
- Snide's House
- Swap Barrel
- Battle Arena
- Fairy
- Entrance Door
- Exit Door
- 1 Pathway

#1
See Page 26

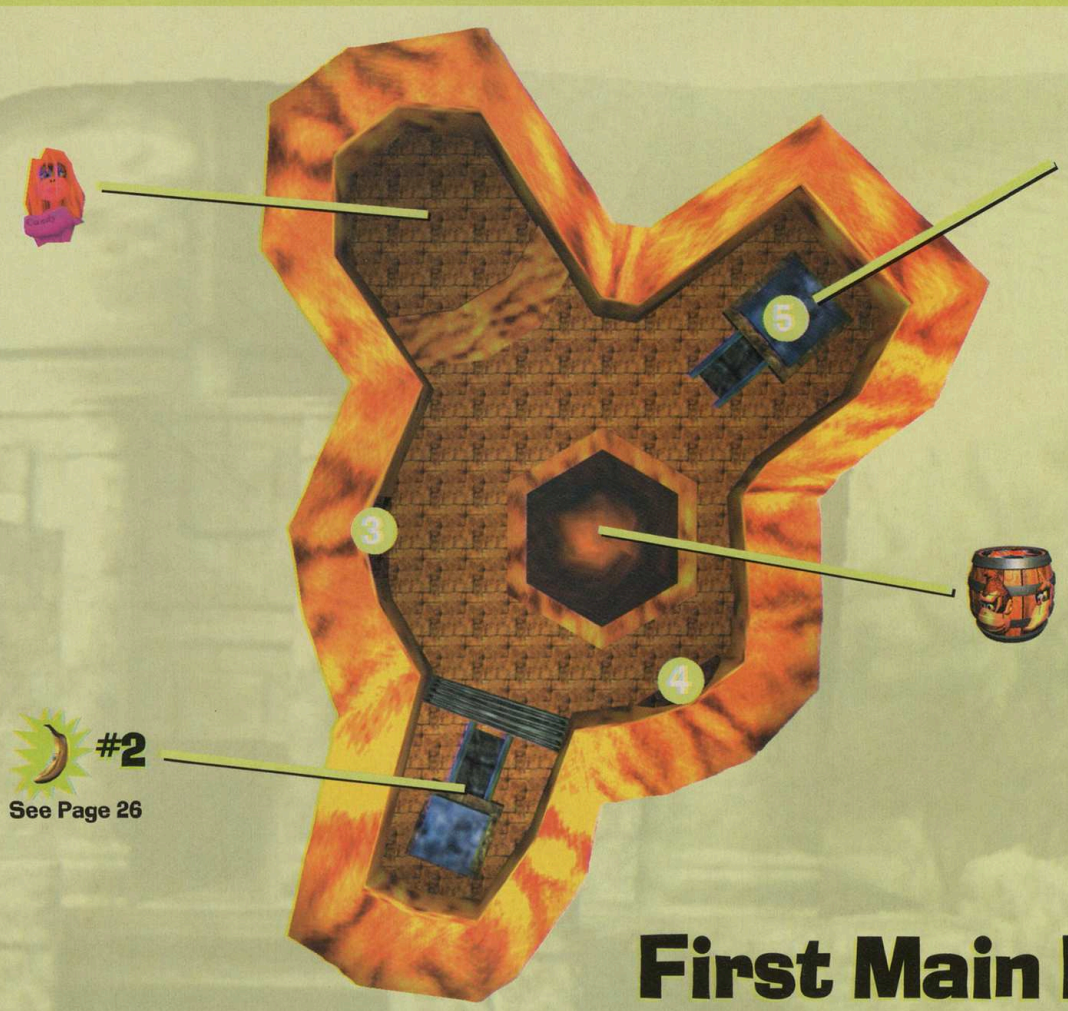


Donkey's Room

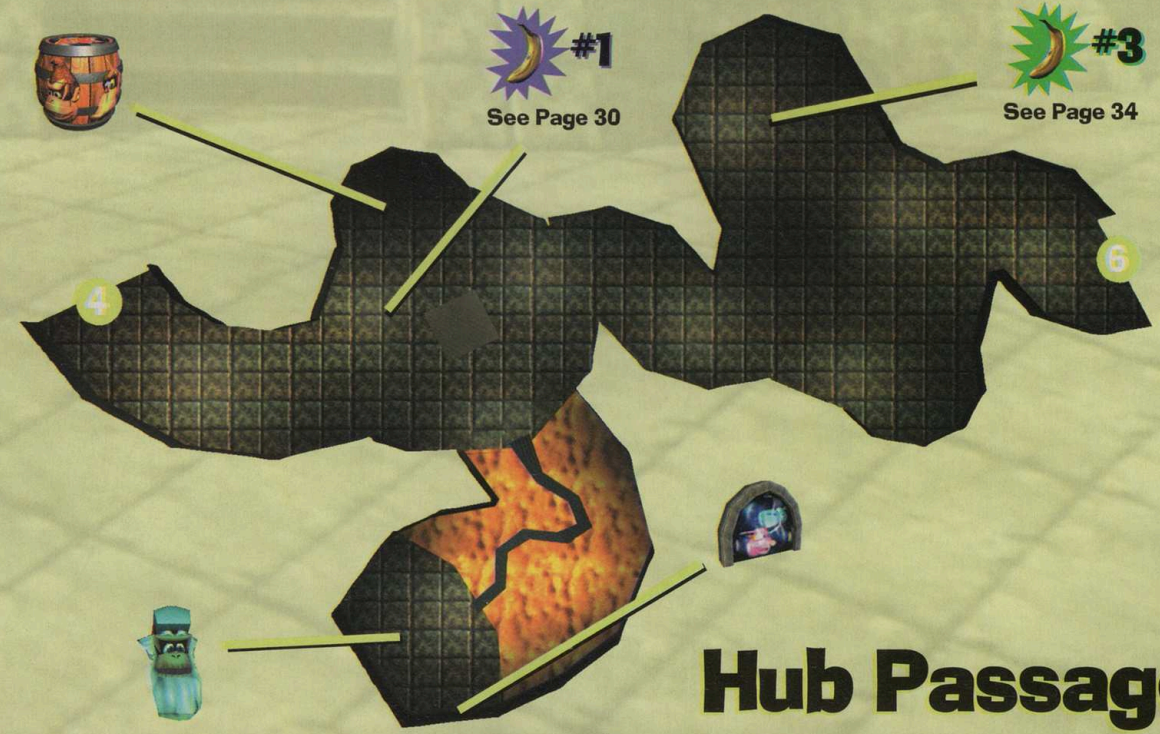
Chunky's Room



#1
See Page 34



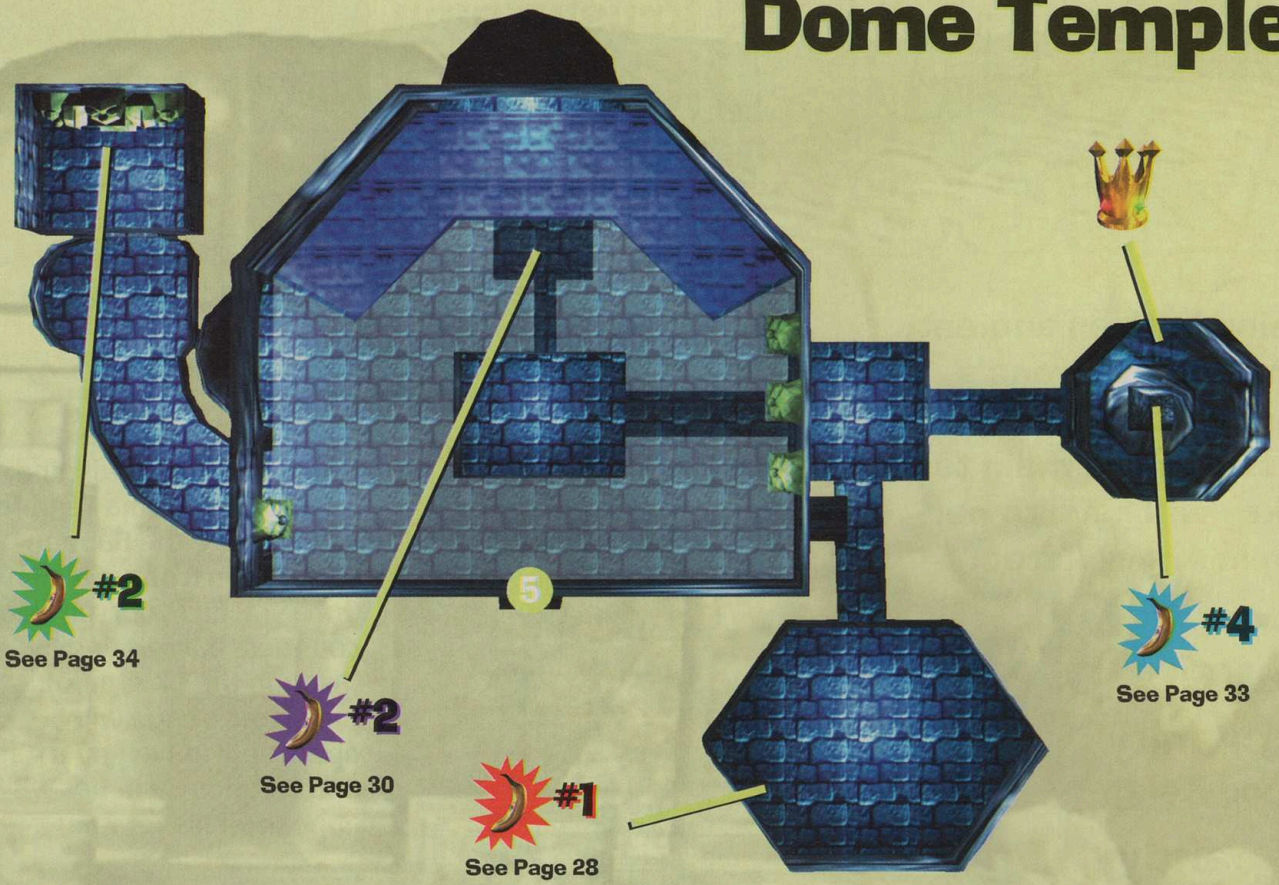
First Main Hub



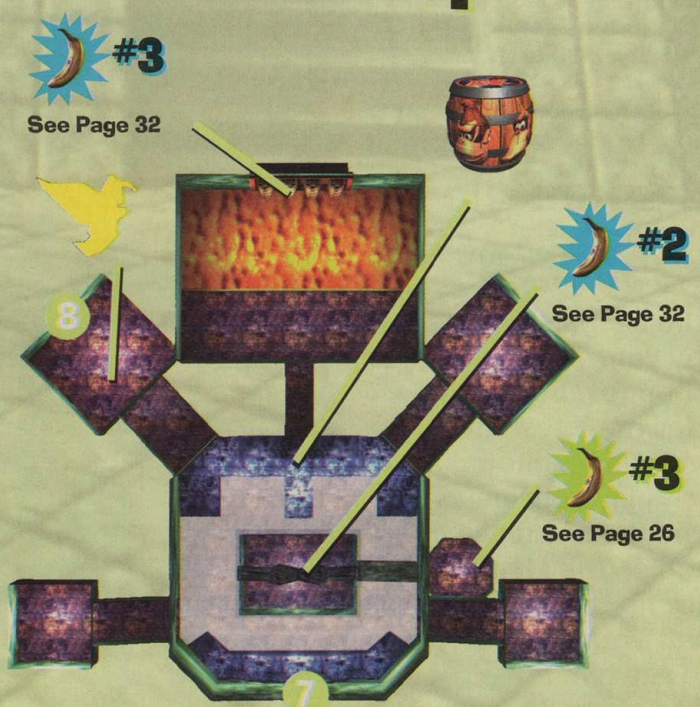
Hub Passage

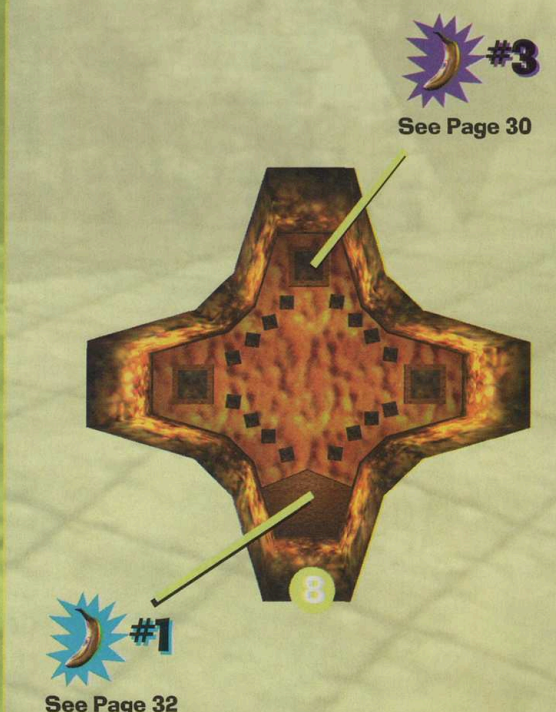
Second Main Hub

Dome Temple



Llama Temple





Inside Bottle

Angry Aztec

Freeing both an ancient Llama and everyone's favorite Kong, Lanky, are just two of the main tasks Donkey will have to perform in Angry Aztec.

PowerUp!

cranky
Strong Kong x5

candy
Bongo Blast x3

1 krusha'gain

EASY HARD

The first thing you should do when entering Angry Aztec is go see the Professor for your new potion... You'll need Strong Kong to get to this waiting Krusha.

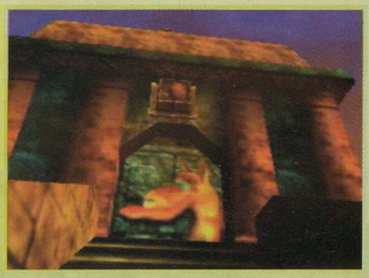
2 free llama

EASY HARD

When you tire of the Llama's constant whining, go up to the Llama Temple and activate the Baboon Blast Pad in front of it. Once you fire yourself into countless barrels and fly through the DK symbol, the Llama's cage will open, he'll leave you a gift and Weapon Switches will appear on his Temple!

3 it's lanky!

EASY HARD



Enter the Llama's Temple and play your Bongos... Oh, no Bongos? Go talk to Candy for the latest in instrumental technology, and then play your new drums on the Musicpad in the temple. The Llama will hack up the good stuff and clear your way to Lanky. Free him for another Golden Banana.

4 tough ape

EASY HARD

Before your leave the apparently ill Llama's temple, go over to the right passageway and slam your Faceplate there. The huge door between the #4 and #5 Bananaporters in the Second Main Hub will open, allowing you passage. Be sure to activate your Strong Kong ability first though, the sand in here will do more than hurt your eyes... Run across the deadly sand path (picking up Regular Bananas along the way) and jump into the Bonus Barrel for a go at "Stealth Snoop." Once you complete the mini-game, you'll have another Golden Banana to add to your growing collection.

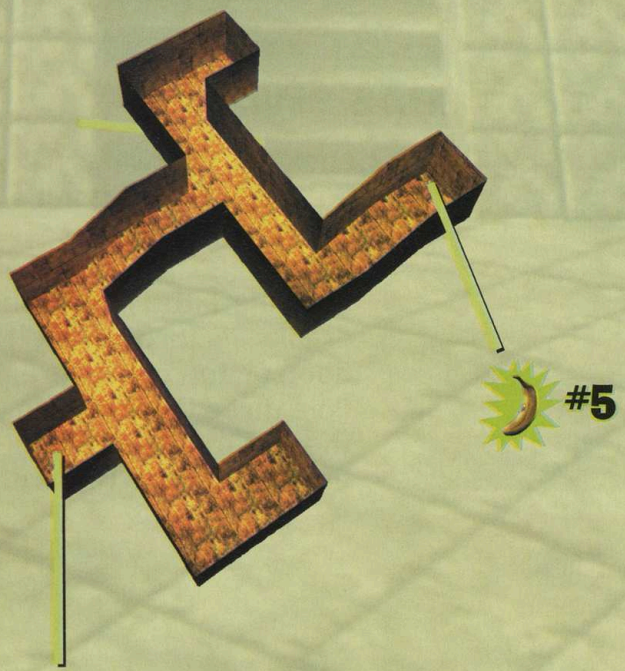
Nothing stops this Kong

5 indiana kong

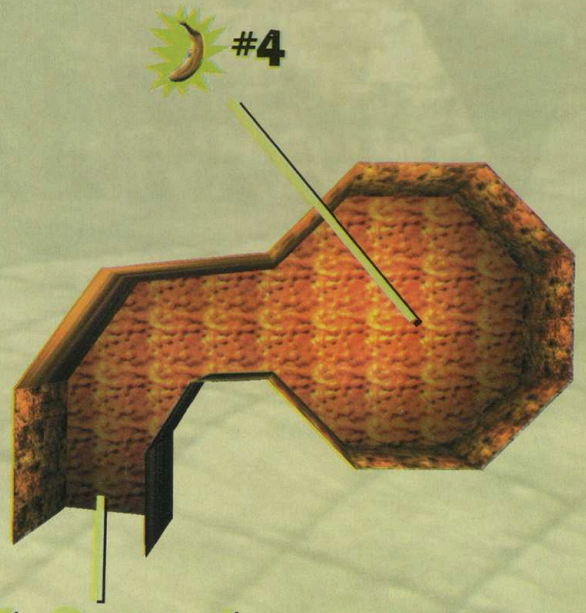
EASY HARD

After you've played as Diddy (and have completed the tasks for his 5th Golden Banana), the way to this Temple will open for Donkey. Shoot the Coconut Symbol for entrance, and then explore this mini-maze for the last Golden Banana you'll find on this level. Leave quickly!

Donkey's Temple



Temple Entrance



To Second Hub

Donkey's Cave

Angry Aztec

Diddy takes to the skies and jams on his new guitar in Angry Aztec, thanks to a couple new upgrades from his friends...

PowerUp!

cranky

Rocketbarrel Boost x5

candy

Guitar Gazump x3

1 get tiny!

EASY HARD

It's up to Diddy to save the youngest Kong, he can rescue her using the Chimpy Charge potion you got from the Professor last level. Once you've paid some hard-earned Coins, make your way through the Dome Temple and headbutt the letters (unnecessary hint: spell KONG) to free Tiny!

2 headslam

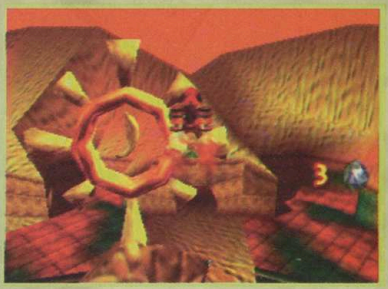
EASY HARD

It sure is fun to make Diddy slam his noggin into random things. If you hit the four gongs here, however, you'll get a nice surprise...and a Gold Banana.

3 when chimps fly...

EASY HARD

Look! It's Pilotwings 64! Well, kind of. At least it's the Jetpack part of Pilotwings... When you buy your latest skill from Cranky, fly through the hoop on top of the Totem Pole three times to free the vulture. Pass his mini-game, and get a reward!



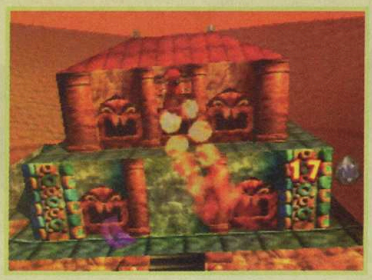
4 high krusha

EASY HARD

Diddy has one of the few Krushas in the game you can't just "run into." Actually, to find this red-haired baddie, you'll have to use your Rocketbarrel Boost power to fly to the top of the temple where you saved Tiny (the Dome Temple in the First Hub). Be careful though, and time your landing correctly, or he'll knock you right off the slippery roof, and you'll have to make it back to the activation barrel to try again. As always, once you've collected his Blueprint Piece, head on over to Snide's...

5 feed me!

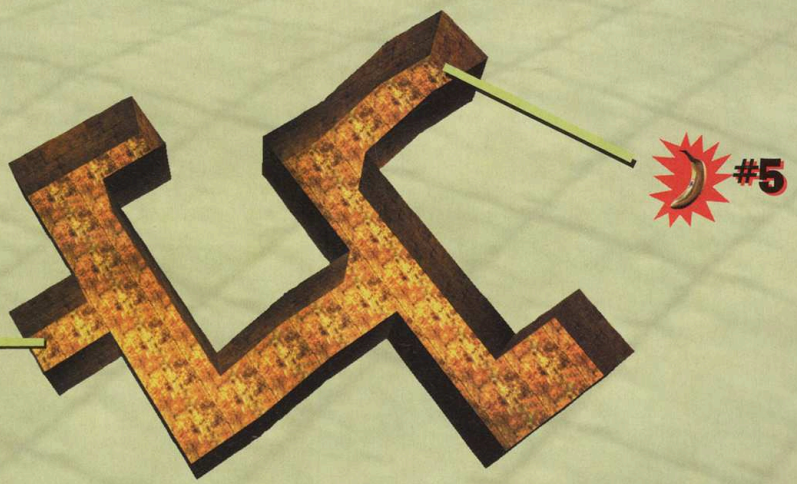
EASY HARD



After you've taught that Krusha a friendly lesson, head over to the Diddy Barrel in the Second Hub, and fly to the top of the Temple with the five doors. Once on top, slam the Diddy Faceplate and bring the Totem Pole to life. It seems that our new stone buddy is hungry, and as everyone knows, nothing satisfies the rumbling in a Totem's stomach like wholesome peanuts! So, dash back to the center of this hub and fire a couple of rounds into his gaping jaw. After four peanuts make it in, switches for each character will appear on the Five Door Temple. Head back to the Temple and shoot Diddy's Switch and his door will open. Go inside and traverse the maze for your last Angry Aztec Golden Banana, and get out of there before you are blasted.

Hit those Peanut Switches for the prize!

Diddy's Temple



Angry Aztec

Tiny will have fun shrinking down and battle both giant alligators and a speedy beetle with an incredibly annoying laugh in Angry Aztec...

PowerUp!

cranky
Mini-Monkey x3

candy
Saxophone Slam x3

funky
Feather Bow x3

1 easy krush

EASY HARD

The purple Krusha is waiting in the passageway that links the two Main Hubs of Angry Aztec. Take him down for your first Golden Banana of this level.

2 giant gator

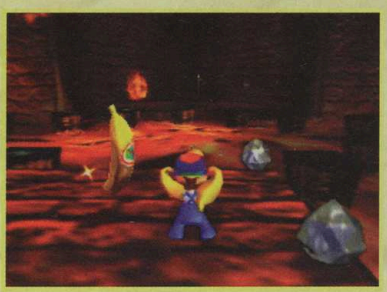
EASY HARD

Inside the Dome Temple (the one with Diddy's Krusha on top), shrink down and jump into the water. Follow the purple bananas through a hole and make your way into a multi colored room. In here take down a bunch of giant (well, at least to you) alligators for another Golden Banana!

3 hot jumps

EASY HARD

Inside the Llama Temple, down the far left passage, you'll see a flying Fairy, a large bottle, and a barrel with Tiny's face on it. You know what to do here... Once you make it into the bottle, be careful of the Krusha here. He's not yours, but you should still take him out, unless you want him slamming you into the lava. Nail the Faceswitch to reveal platforms, go across the lava and repeat two more times for the Golden Banana. Careful for the fireballs!



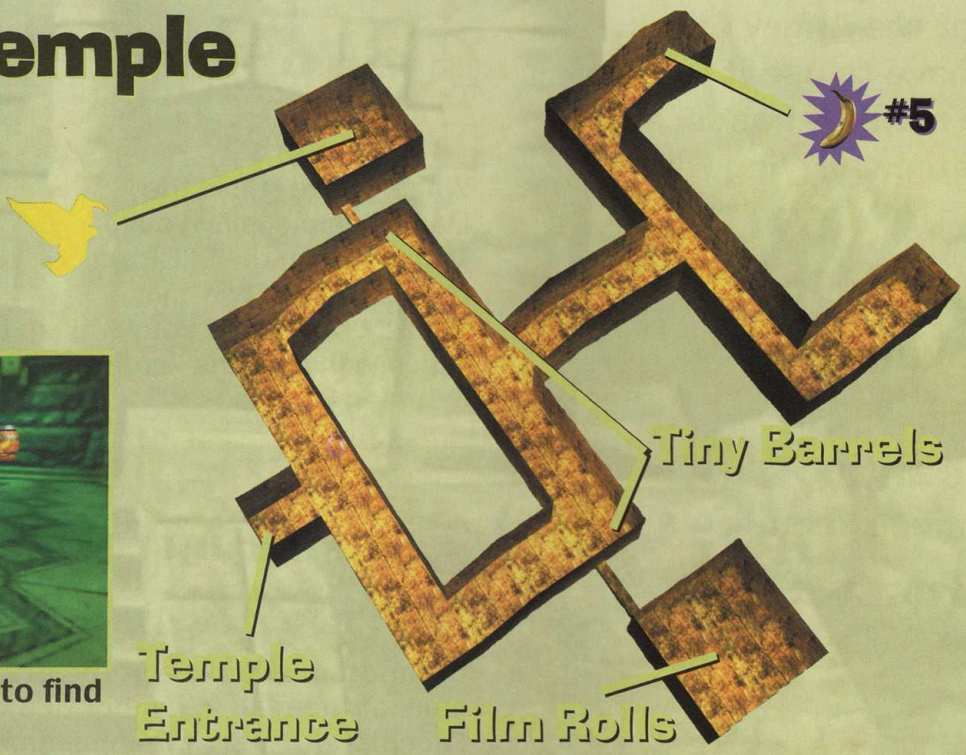
4 beetlemania

EASY HARD

Ah, the beetle race... A source of incredible frustration if you don't know what you're doing. To enter this raceway shrink down and play your instrument on the pad in front of the temple Diddy created. For an "easy" win, attack the beetle right away as you're running down the first stretch. This should give you a slight head start... Now, take your time and be careful on the curves, and you should come out on top.

Tiny's Temple

Use the Tiny Barrels to find the Fairy!



5 tiny temple

EASY HARD

Now that Diddy has fed the hungry Totem (if not, go back and do it now), the way to Tiny's Temple should be open. To get inside simply shoot the Feather Switch outside with your Feather Bow, and run inside to find your final Angry Aztec Golden Banana. As soon as you collect your prize, however, you'll hear an angry K.Rool asking you politely to leave his nice dungeon. Run outside, quickly! Also of note, though, is if you have your Camera handy, there's a quick-moving Fairy dashing around this area. If you run out of Film, use the Tiny Barrel to turn small and check out the hole in the wall right of the entrance for a restock...

Angry Aztec

Lanky's Grape Shooter comes in handy during his stay at the Angry Aztec. He'll have to use it to spin some monkey heads, and to defeather a flying foe.

PowerUp!

cranky
OrangStand x3

candy
Trombone Tremor x3

funky
Grape Shooter x3

1 bottled krush

EASY HARD

In the Llama Temple, use the #2 Bananaporter to take yourself to the Lava Room (inside the bottle). Be careful, this Krusha will attack almost immediately!

2 tip of nose

EASY HARD

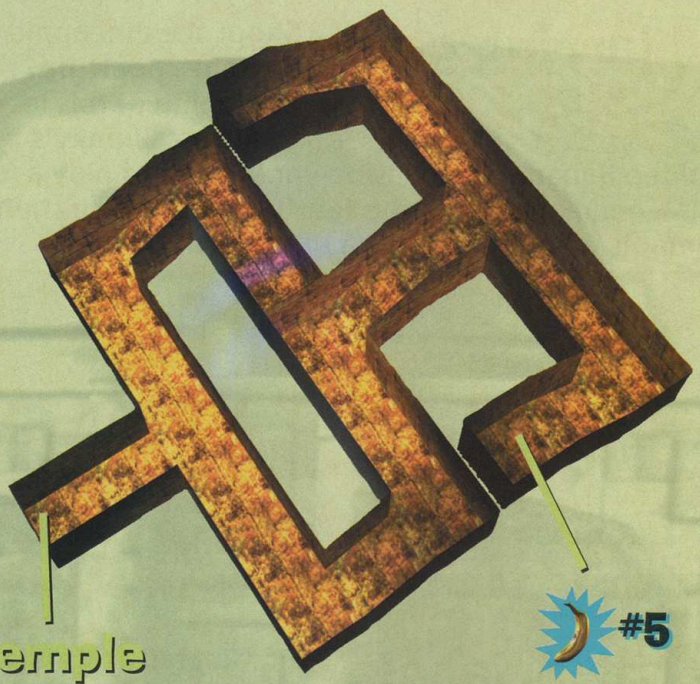
While you're still in the Llama Temple, play your Trombone on the Musicpad to raise up the two snake heads. OrangStand your way up to where their noses touch, and beat the Teetering Turtle bonus round for a Golden Banana.

3 spin control

EASY HARD

The third and last Golden Banana Lanky will find in the Llama Temple requires a bit of shooting skill. Fire at the Grape Switch at the back of the main chamber and then slam your Faceplate to start the mini-game. To earn this Golden Banana you've got to shoot the monkey faces and match sounds until they are all spinning.

If you screw up, don't worry about it. As with every mini-game in Donkey Kong 64, you can try it as many times as you need to... Once all the faces are are spinning, collect your prize!



Temple Entrance

#5

Lanky's Temple

A Bonus Barrel awaits you at the end...

4 bird bash

EASY HARD

Make your way to the Dome Temple (where Diddy fought his Krusha), dive into the water in the Main Chamber, swim forward and you'll enter the room with a large "stone fountain." Jump on top of the structure and slam your Faceplate to start this Golden Banana sequence. A giant vulture will appear, shoot him! After five shots (he'll get progressively smaller with each hit) this winged wonder will drop his Golden Banana cargo.

This bird has something you want...

5 temple time

EASY HARD

Assuming you've already opened the way to the Five Door Temple with Diddy (check out his #5 Golden Banana section to see how), enter it with Lanky by shooting his Fruit Switch. Inside you'll find a Bonus Barrel. Beat the disturbing "Big Bug Bash" (listen to the fly laugh, it's scary) and you'll have Lanky's last Aztec-flavored Golden Banana.

Angry Aztec

Chunky uses basic memory skills, acquires a taste for music, clears a temple of foes, and learns that size truly does matter in Angry Aztec.

PowerUp!

cranky

H.Chunky* x3 P.Punch* x5

candy

Triangle Trample* x3

funky

Pineapple Launcher* x3

* if you didn't collect in Factory

1 jarring game

EASY HARD

Shoot the Pineapple Switches near the beginning of this level to access Chunky's first Golden Banana. Once inside you'll have to play a fun mini-game, just grab the four jars and match their symbols with the plates on the floor.

2 try triangle

EASY HARD

First off talk to Candy for some musical help if you haven't already, then head on over to the Dome Temple (where Diddy had his rooftop Krusha battle), and go into the left passageway. Play your musical instrument (the powerful Triangle) on the Pad at the end of the hall to open the door. Once inside, jump around and defeat all of the baddies in the room and you'll get one of those always popular Golden Bananas.

3 big bad kong

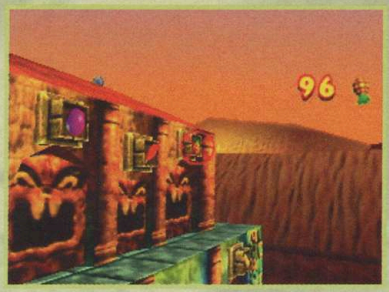
EASY HARD

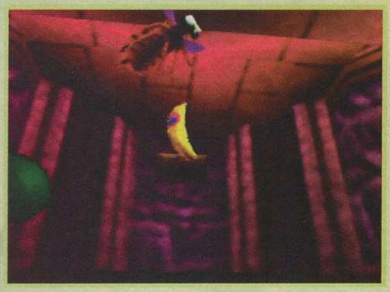
Once you have the Hunky Chunky skill from the Professor you'll be able to lift huge boulders with ease. Go into the passageway that leads to Cranky's hut and grab that huge rock. Place it on the big switch, and the large cage will open.

4 temple tantrum

EASY HARD

As with every other Kong, you can't get into the Five Door Temple until Diddy has fed the Totem, so make sure you already have Diddy's fifth Golden Banana (well, at least by our counting order) before you go here with Chunky. To open the door simply shoot the Pineapple Switch (for an easy shot just leap up on one of the many surrounding palm trees). Once you go inside and grab the Golden Banana, you'll notice a target on your back, leave quickly or lose some life...





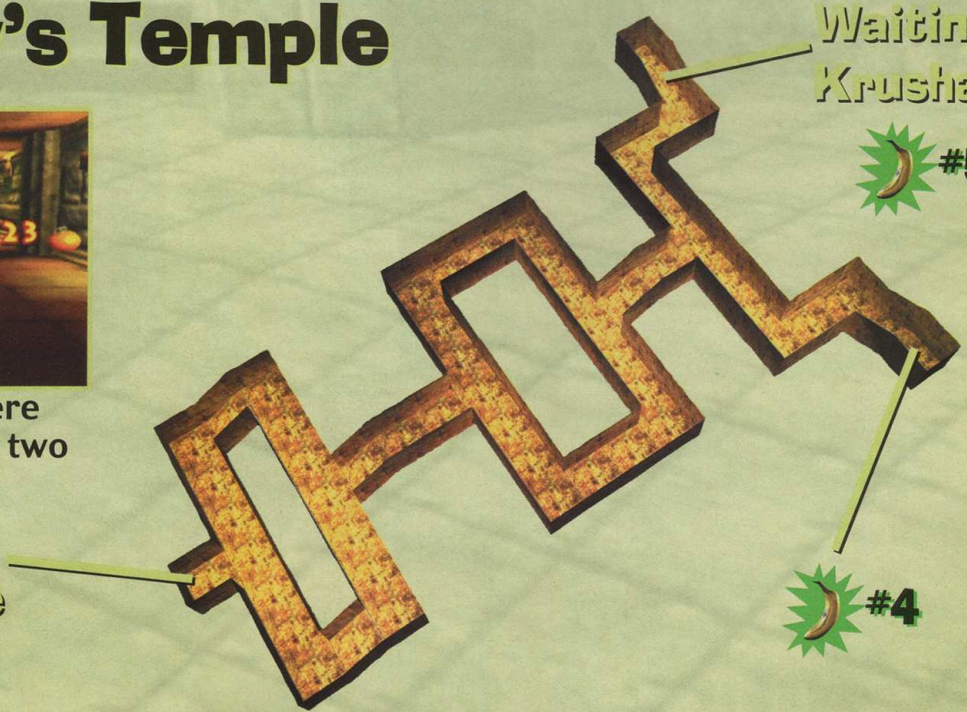
5 krushing foe

EASY HARD

Unlike most of the other apes, Chunky has more to do in his temple than just collecting a single Golden Banana. Actually, he's got two in here...but one of them will take a bit more work to grab. If you didn't already run into this Krusha on the way to get your #4 Golden Banana, just re-enter the Temple now (that pesky target will be gone). As always, when you spot this Krusha, either take him out from afar with your weapon, or wait for him to recover from his shockwave attack and pounce, then just take the Blueprint Piece back to Snide.

Chunky's Temple

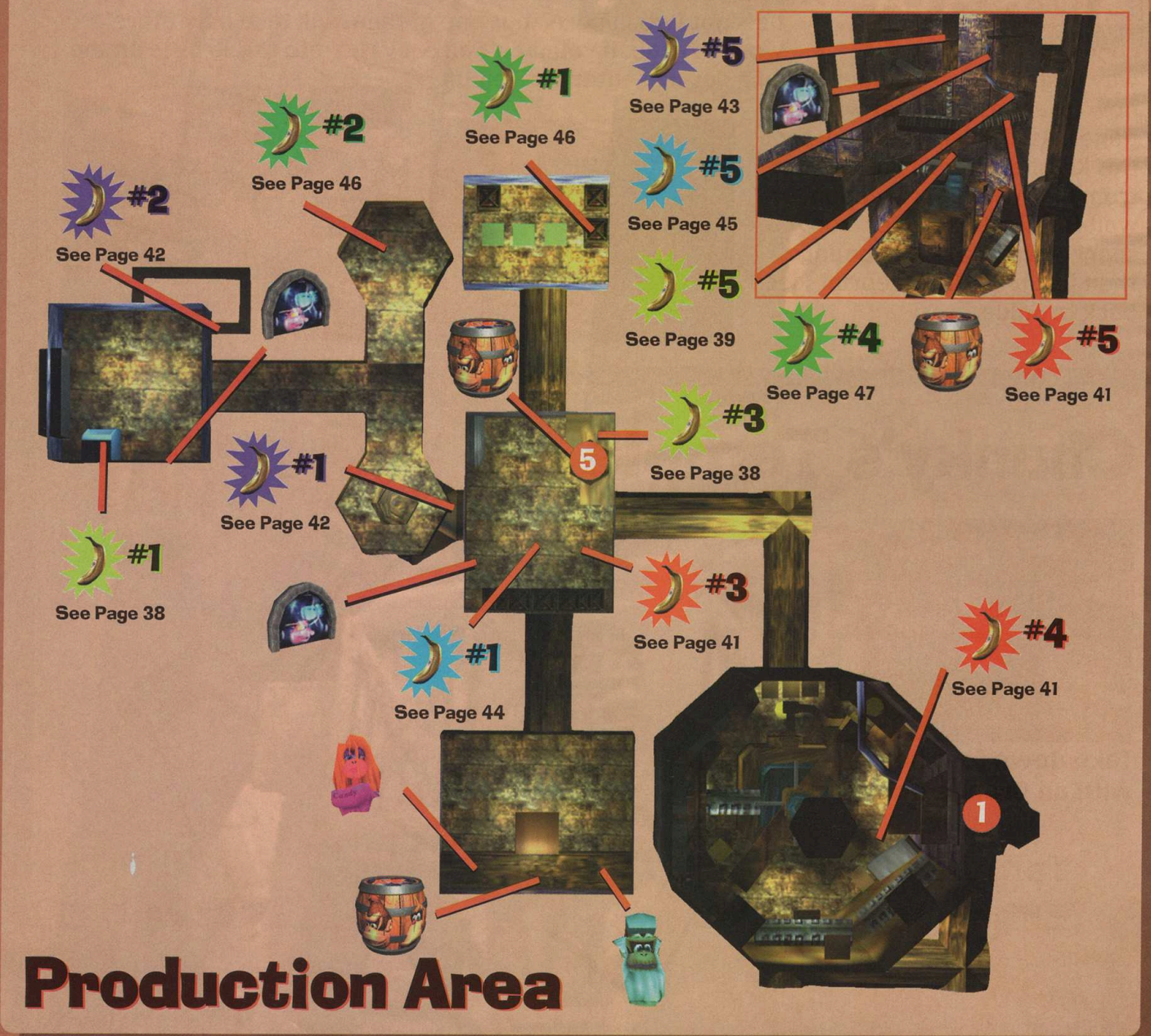
Take down foes here with an Orange or two

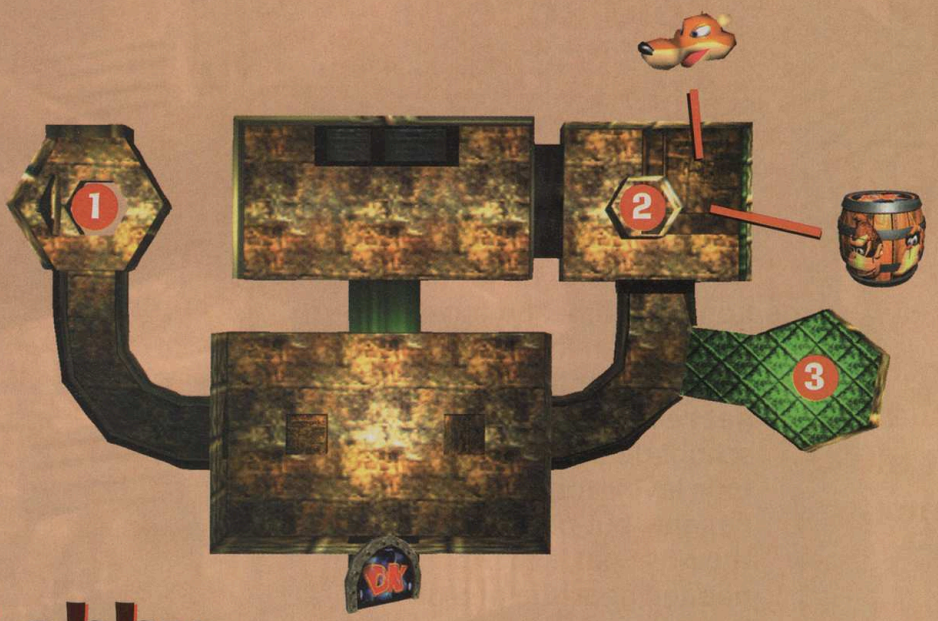


Frantic Factory

# of Regular Bananas Needed to Fight Boss: 200

The final Kong is hidden away in the Frantic Factory, free him as soon as possible! Once you're done with this evil workshop, you should head back right away to the earlier levels, and nab all those Golden Bananas waiting for the other primates!

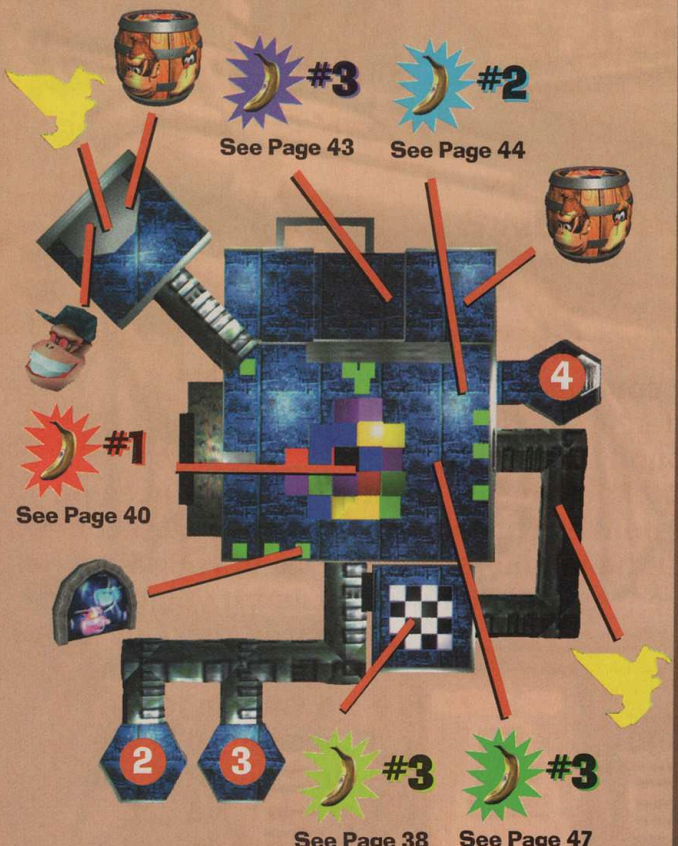




Lobby

Legend

	Golden Banana
	Cranky's House
	Candy's House
	Funky's House
	Snide's House
	Swap Barrel
	Battle Arena
	Fairy
	Entrance Door
	Exit Door
1	Pathway



Testing Area

R&D Room

Frantic Factory

Sure, Donkey Kong 64 is a fun game, but the Frantic Factory level gives you a chance to see where it all began... Ahh... The memories...

PowerUp!

cranky

Gorilla Grab x7

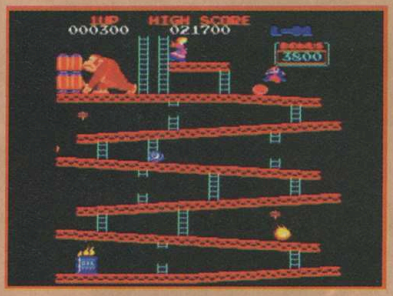
funky

Ammo Belt 1 (All Kongs) x3

1 old school!

EASY HARD

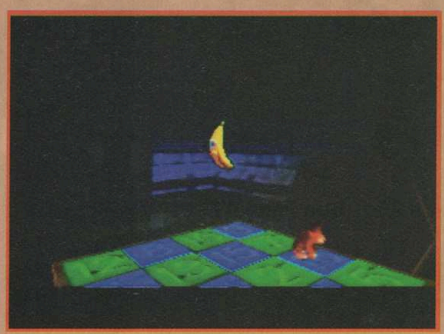
In the Storage Room, use the Donkey Faceplate to play a Barrel Blast mini game, creating a lever in the room with the Donkey Kong machine. Go buy Gorilla Grab from Cranky, yank on that lever, and get ready for some old school gaming. Beat the four levels for a Golden Banana, but play again for the N64 Coin, an item needed near the end of the game.



2 count away

EASY HARD

Fast jumping (and rudimentary counting) skills are needed in the Number Room, found to the right of the R&D Room of the Frantic Factory. Once you slam the Donkey Faceplate, you'll have 60 seconds to nail all the numbers in order using your Slam technique. Well, in numerical order, if you hadn't figured that out for yourself... Smash down numbers 1 through 16 in the time allotted, and you'll have yet another Golden Banana to your name, congrats!



3 get leverage

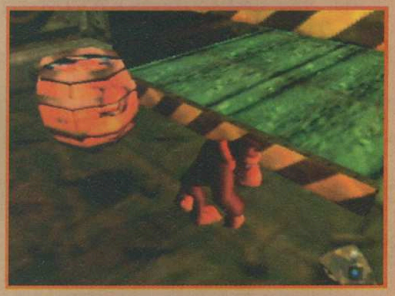
EASY HARD

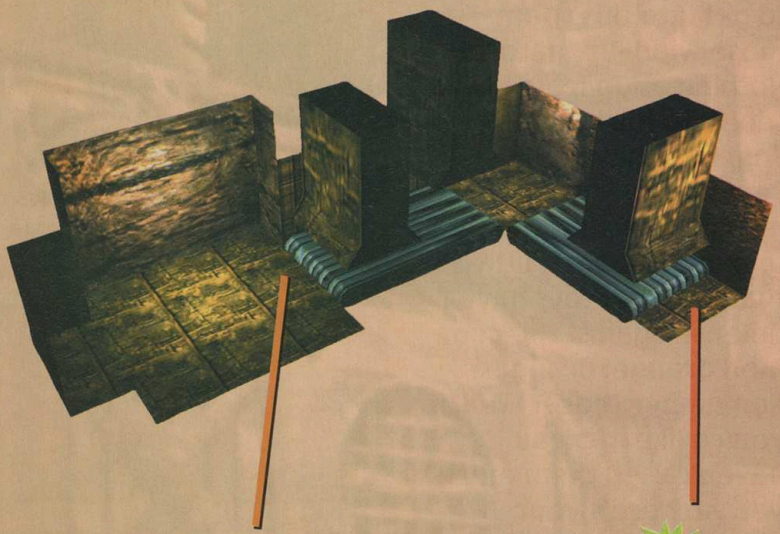
Now that you have your Gorilla Grab special power, levers are no longer things to fear...in fact, you should pull every one you see! Some will even give you nice gifts! Drop Down from the R&D Room to get to the upper Storage Room and shoot the Coconut Switch to enter this room. Yank the lever for a Golden Banana!

4 mighty monkey

EASY HARD

It's a fact that gorillas and heavy machinery just don't mix, but you can avoid a potential messy situation by simply activating your primate's Strong Kong ability! Go through the door at the base of the giant Toy Machine the Production Room and leap into the Donkey Barrel for an easy walk across a painful-looking something-or-other (what exactly is the function of that machine?) with a Golden Banana waiting for you on the other side. Note that Lanky balloon for the future...





Donkey Barrel

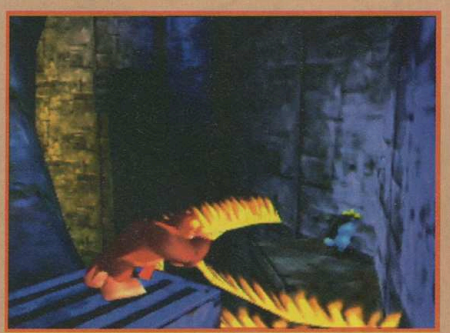
#4

Inside Toy Machine

5 careful krush

EASY HARD

Out of all the Krushas Donkey Kong is going to meet (if you haven't figured it out yet, that's one per level), this one is easily the most difficult. Not because he's stronger than any other Krusha, he's just in a precarious place. If he knocks you down, or you just don't make the long jump, it's a long way back up...



Frantic Factory

Oranges! They're packed with Vitamin C, and as Diddy learns in the Frantic Factory, they're great for taking out those annoying wind-up alligators...

PowerUp!

cranky

Simian Spring x7

funky

Ammo Belt 1 (All Kongs) x3

1 blocked banana

EASY HARD

First of all, go talk to Professor Cranky to get his latest concoction, Diddy's Simian Spring! Now that you have this new brew, you'll be able to fire off of those Diddy Pads, something that becomes useful right away in the Factory. In the Testing Area, launch yourself up the blocks, and you'll eventually make your way up to the Bonus Barrel on top – Peril Path Panic time!

2 triple toy trouble

EASY HARD

Play your axe at the Music Pad past the Krusha in R&D to get into this room. See those wind-up 'gators? Nothing aside from Music seems to hurt them! Punches, they laugh. Peanuts, they just bounce off. But, if life has taught us one undeniable truth, it's that wind-up toys have no defense against the common orange. Oranges! Remember those? Well, if you're like me, you haven't used them much yet...so here's your chance. These foes will pop like mad when faced with the vitamin packed citrus goodness. Just headbutt the numbers for all the doors, and after the third fight, something shiny falls groundward.

3 swinging session

EASY HARD

In the R&D Room, go to the tunnel right of Diddy's Musicpad. Leap down the hole and you'll be at the place where Donkey got his #3 Golden Banana. You'll probably see Chunky waiting in his cage, but just ignore him for now, he's a tough primate. Activate the Diddy Facepad in the room to bring down vines, then just swing across for a try at a Beaver Bother bonus round – easily the most irritating mini-game in Donkey Kong 64. Really. Why don't those beavers just fall down the hole! And speaking of which, what does Rare have against beavers anyways? Bah, but I digress. Swing like the wind when you're traveling to the Bonus Barrel, because it's timed, and if you fall, it's a long trip back up. As always, once you beat the mini-game, your prize awaits...

4 kick krusha

EASY HARD

This red-haired Krusha is waiting for Diddy on the bottom floor of the Production Room. He's just as easy to beat as the rest, so don't fret. Nail him and take that Blueprint Piece back to Snide to collect a fanky Golden Banana.

5 maddening machine

EASY HARD

The last Golden Banana you'll find for Diddy in the Frantic Factory is held in the Production Room, all the way near the top. To get a good idea of exactly where it's "hidden," smash Diddy's Faceplate on the ground floor to the left of the room. You'll get a camera pan letting you know the Golden Banana's location, and a clue on how to get up there. The easiest way is to use the good old reliable #4 Bananaporter for a shortcut halfway up the machine. If you haven't activated this Bananaporter yet, here's your perfect chance (nearly all the monkeys will need it)... Once you're up, make your way across the rotating pipes and moving platforms (watch their pattern before jumping), and use your new Simian Spring for the gold!

Keep an eye on these moving platforms

Frantic Factory

Tiny learns to fly (well, at least glide) like an eagle, plays a heated game of darts, and re-enacts Days of Thunder with a toy car in this Frantic Factory.

PowerUp!

cranky

Pony Tail Twirl x5

funky

Ammo Belt 1 (All Kongs) x3

1 tiny krush

EASY HARD

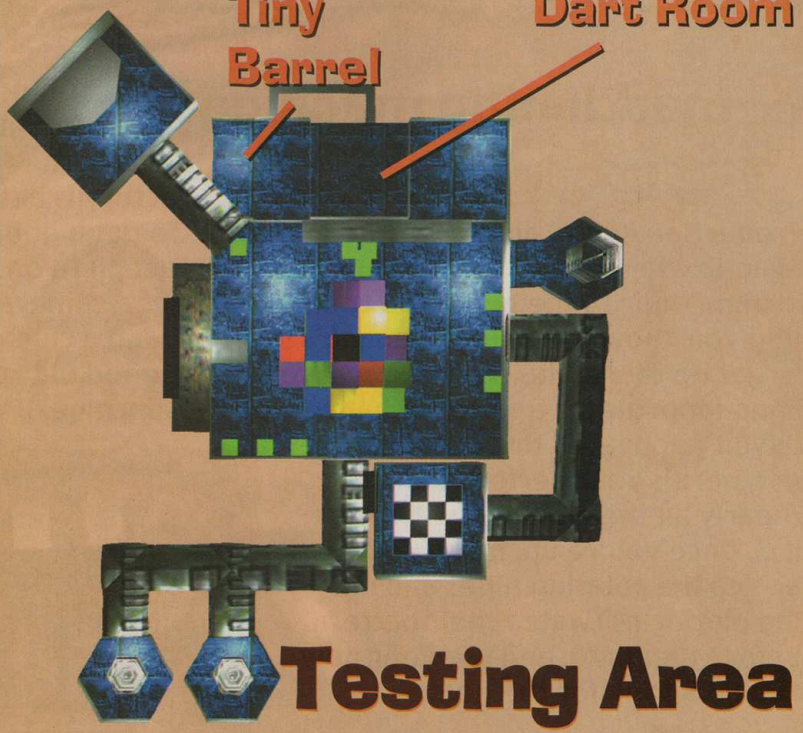
Go see the Professor to pick up your Pony Tail Twirl, and then dash this Krusha (who's lurking around the Storage Room), and take him out...

This Krusha is waiting by the pole...

2 venting mad

EASY HARD

To get this semi-hidden Golden Banana, go to the Donkey Kong Coin-op Room and shrink yourself with the Tiny Barrel. Leap up on the boxes and make your way into the vent shaft. From there the game will take over, and lead you to your prize.



3 feather darts

EASY HARD

You know what Donkey Kong 64 is missing? That's right, a dart mini-game. Oh, wait... Rare apparently thought of everything. Anyways, to get this Golden Banana travel to the Testing Area and on the far side you'll see one of Tiny's Barrels. Leap inside for a shrinking experience, and then travel through the hole in the wall. In the Dart Room slam the Face Plate to open the dartboard. Simply nail the highlighted item once, and after six sessions, you'll win not only the admiration of your friends and co-workers, but a Golden Banana to boot!

4 small race

EASY HARD

In the room where Donkey Kong activated the Battle Arena (in the R&D Room you'll find a Tiny Barrel and a small hole. Shrink yourself and skip through that small opening near the Barrel. Go through the other hole in this new room and you'll have a race on your hands. Use the speed strips, watch out for explosives, collect those Coins, and don't feel bad about blasting that other car on the last lap. Keep it steady and you'll win!

5 got banana?

EASY HARD

Just as you'll find with the other Kongs, a certain golden object awaits our spunky youngster in the Production Room. To reveal its exact location, stomp on the Tiny Faceplate on the ground floor, and get ready to make your way up the machine. Take the #4 Bananaporter up, pass the moving platforms and other hazards, and keep moving skyward until you see that Bonus Barrel. Pony Tail Twirl over there and Tiny's Golden Banana collection will grow!

Frantic Factory

Lanky gets to free the final Kong, Chunky, in this little Santa-From-Hell's workshop. The Professor also hands Lanky a bitter, but light-tasting potion.

PowerUp!

cranky

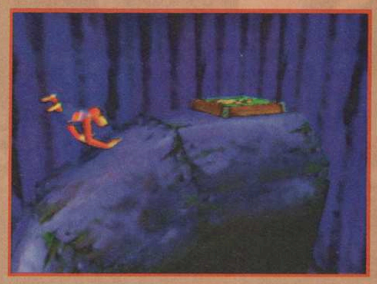
Baboon Balloon x5

funky

Ammo Belt 1 (All Kongs) x3

1 it's chunky!

EASY HARD



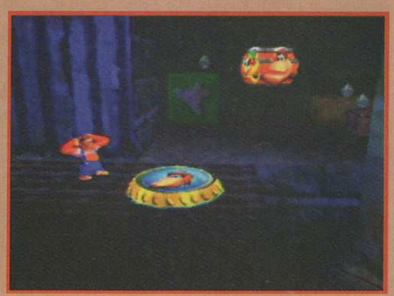
In the Storage Room, do an OrangStand to walk up the pipe near the #1 Bananaporter, and then hit the Lanky Face Plate for an easy Golden Banana – not to mention the happiness that only freeing an oversized and slightly "slow" primate can bring. Congrats! Chunky's free!

2 saaail away

EASY HARD

Up, up, and awaaayyy!

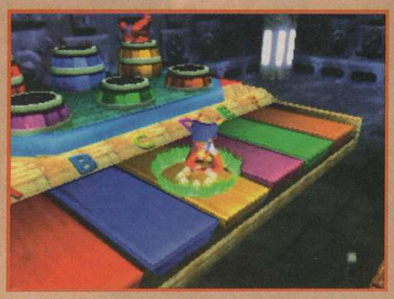
After you go see the Professor and grab your latest "lifting" brew, go to the Testing Area and skip up the steps on the far wall (on the opposite side of where Tiny had her darting experience). Up here you'll find a Lanky Pad, perfect for activating a certain newly-acquired Baboon Ballon ability. Slowly float your way up to the Bonus Barrel (head left immediately or you'll get caught in the rafters), for a bout of Batty Barrel Bandit, and a Golden Banana! If you do miss the Bonus Barrel, no bother, just run back and inflate yourself again!



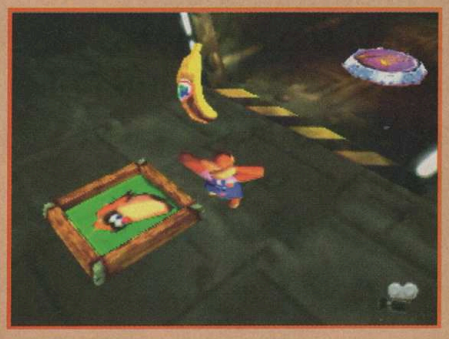
3 music master

EASY HARD

Beethoven. Mozart. Stevie Wonder. Sure, they're all great pianists, but none of them could hold a candle to our long-armed ape here, not by a long shot. It's true that these famous piano wielders have influenced monarchies, enhanced movie soundtracks, and inspired millions, but their music is too "complex." Too many notes spoils the turkey, I always say, so Lanky here shows us how its done - Simon Says style. Just watch the pattern given off by the barrelled alligators and match the colors for an easy Golden Banana. To get to this music-filled room, go down the tunnel to the left of the R&D Room entrance and play Lanky's true musical love, the Trombone, on his Musicpad. The door will open, and just slam the Facepad for your chance at musical stardom...



Play, you magic ape, play us a song...



4 krusha'rific

EASY HARD

Hop your way over to the R&D Room for a chance at this blue-haired Krusha. By now you should have acquired the skills to leap over his attacks and do some damage (instead of just waiting for him to tire), so jump in and smack him down! Or, on the other hand, just stick with the tried-and-true "shoot-him-like-a-coward-from-fifty-feet-away" technique with your Grape Shooter. Trust us, we won't tell.

5 look ma, no feet!

EASY HARD

For this final Golden Banana (well, at least on this level) go to the Production Room and slam your Facepad near the moving elevator - your golden prize will appear along with a useful flyby letting you know where to look. Take the #4 Bananaporter up to the machine's halfway point, make your way past the bobbing platforms, cross those always fun rotating pipes (the best bet is to wait for the second pipe to stop moving, and then dash across just as the first one is starting to slow), and then OrangStand your way up to the Golden Banana.

Stop staring at your mug and hit that Plate!

Frantic Factory

Chunky will learn his most useful skill in the Frantic Factory, the Primate Punch. He'll also find out what happens to apes that don't treat toys nicely.

PowerUp!

cranky

H.Chunky x3 P.Punch x5

candy

Triangle Trample x3

funky

Pineapple Launcher x3

1 primate power

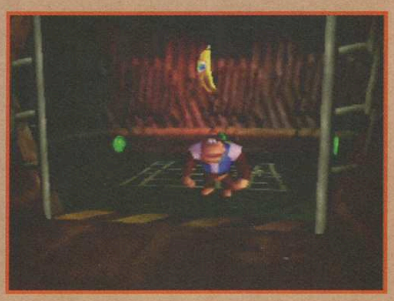
EASY HARD

First of all, go see the Professor and take a gander at the new brew he's been cooking... Once you fork over a small sum for his latest potion, Primate Punch, you'll have the power to flatten nearly any enemy in the game. Plus crates, iron gates, and other sort of fragile objects won't be able to face your newly found might! Exciting, eh? Anyways, back to the game. Your first Golden Banana is held past the room where you were once kept captive. Smash down the gate, slam the "?" box, hit the switch, and use the Primate Punch on your Faceplate on the wall, which causes blocks to rise. Hurry though, they won't stay up for ever, and Chunky's not exactly the most speedy of apes. Once you get on up there, collect the Regular Bananas and that shiny gold-ish one on top of the boxes.

2 nail gates

EASY HARD

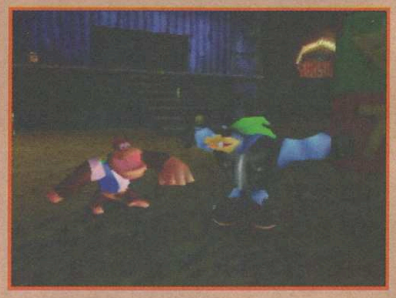
Yay! More gates to demolish! Use the #5 Bananaporter to transport yourself to the Donkey Kong Coin-op Room, then go out and head to the left. Primate Punch that nasty gate and get ready for another go at the good old fashioned Stash Snatch bonus game. Once you're done stashing, the barrel will explode, revealing your prize.



3 krushing battle

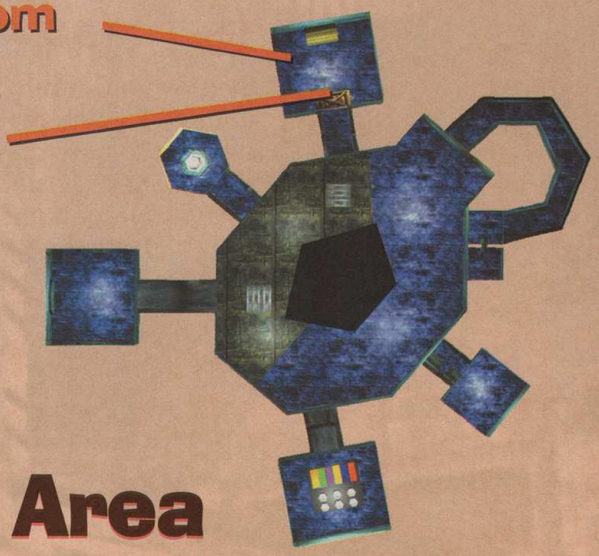
EASY HARD

Surprise! You've got a Krusha to fight! Wait, wait, pick the book back up, I didn't mean to startle you... This Krusha can be found loitering around the Testing Area, on the far side of the giant stack of blocks. Dash in, slam him down, and then take his Blueprint Piece back to Snide. Say, that Blueprint is starting to look like something, eh?



Toy Room

Chunky Barrel



R&D Area

5 misfit toys

EASY HARD

In the R&D Room, go past the Blue Krusha and climb up the ladder to find Chunky's Musicpad. Open the door with a tune, and get ready to see what happens when toys go bad. When your foe grows, leap into the Chunky Barrel found in the room to match his size, and slap him down for a Golden Banana.

4 let's begin!

EASY HARD

Chunky's so slow, it might look impossible to reach his Golden Banana in the Production Area at first. Slam his Faceplate on the floor of this room, and the camera will give you an idea of where to go, but then these annoying numbers suddenly pop up. Just like when you're faced with a difficult test at school, cheat like a mad man. The #4 Bananaporter will give you a very healthy head start up the machine, but you'll still need to utilize your jumping skills to land on the rotating fan (?). The nice thing about this method is even if you fall (don't feel bad, it even happened to me once...or twice), you still have enough time to transport back up.

The #4 Bananaporter gives you a nice head start...

Be careful when you leap up to grab the Golden Banana.

Gloomy Galleon

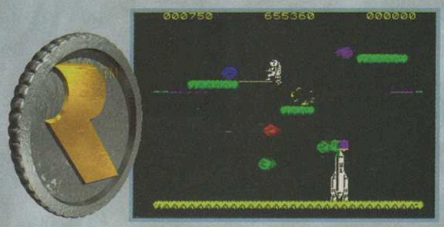
# of Regular Bananas Needed to Fight Boss: 250

You'll have two major areas to search in the Gloomy Galleon, both above and below the water. Thankfully, primates have gills – so you don't have to worry about running out of air... Just don't forget, some Golden Bananas can't be nabbed until you adjust the water level in the Lighthouse Area!

Walkway

Get RARE coin!

By now you should have nabbed 15 Banana Medals, enough to play Cranky's game... Beat Jetpac and collect the very important Rare Coin!



Cannon Room

See Page 60

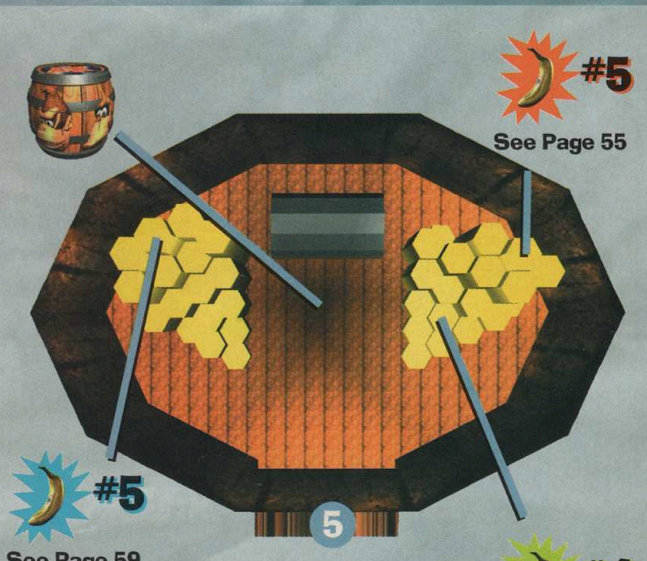
See Page 56

Legend

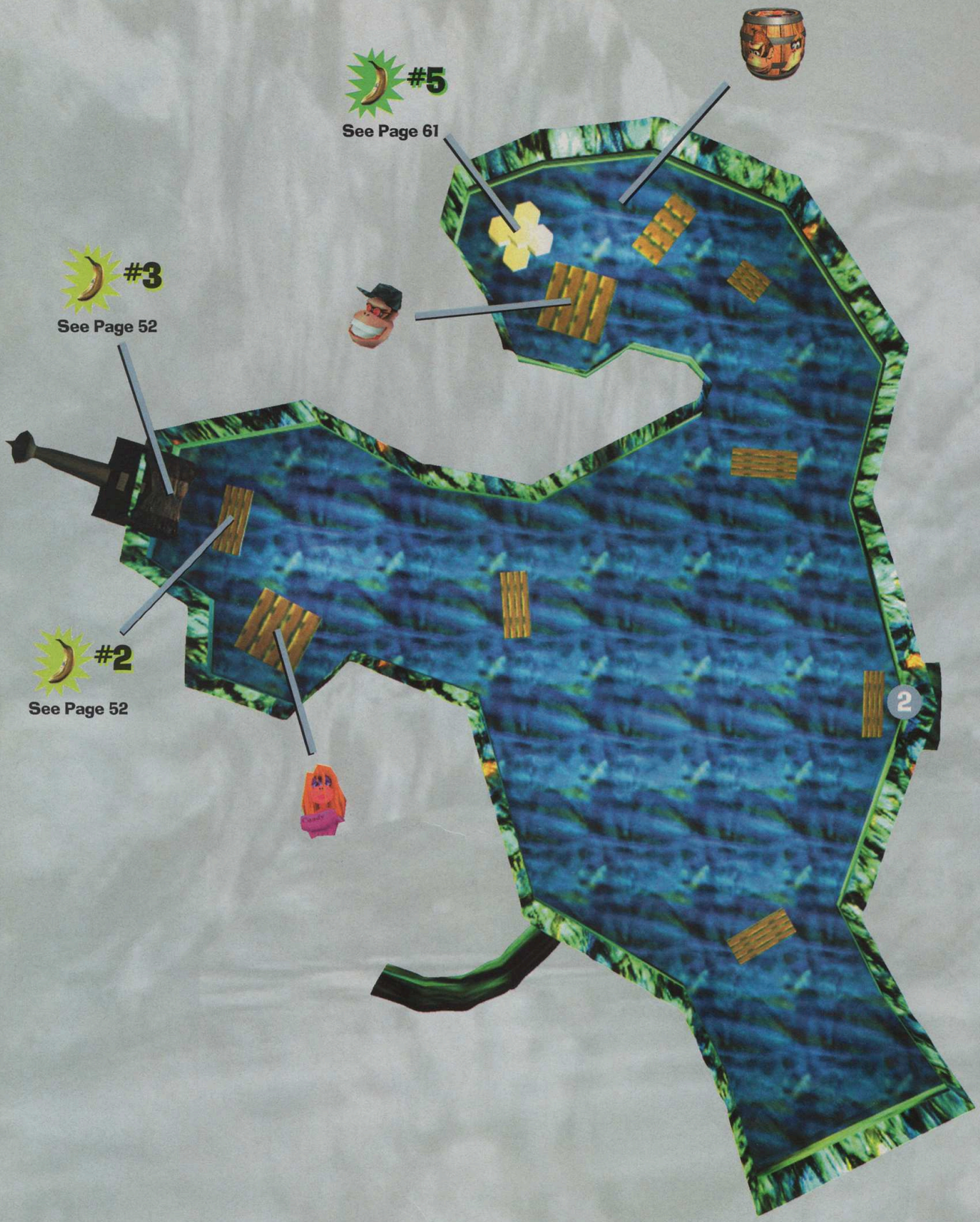
- Golden Banana
- Cranky's House
- Candy's House
- Funky's House
- Snide's House
- Swap Barrel
- Battle Arena
- Fairy
- Entrance Door
- Exit Door
- 1 Pathway

Lighthouse Area

Watery Cave



Gold Room



Shipwreck Area (above water)

Shipwreck Area (below water)

Gloomy Galleon

Donkey will fly through the air, skim along the ocean's surface in a powerboat, and dive into the deep blue seeking golden treasure in Gloomy Galleon

PowerUp!

candy

Upgrade 1 (all Kongs) x5

1 electrified

EASY HARD

To grab Donkey Kong's first Gloomy Galleon Golden Banana, go to the area with the Lighthouse (open the gate by shooting the Coconut Switches), and swim to the island in the center. Once there, slam the Donkey Faceplate and the Lighthouse door will open. Climb the pillar inside this structure slowly (one bad jump will send you back to the bottom), and yank the lever on the top. Electricity will flow, along with a Golden Banana!

2 save the seal

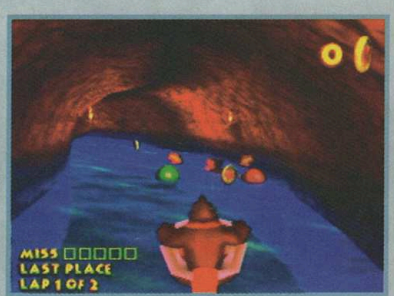
EASY HARD

After grabbing that first Golden Banana, search around the other side of the Lighthouse island for a Donkey Kong Facepad. Activating it will launch you into another Barrel Blast mini-game. Yes, it looks like you could fire yourself onto a ship mast, but hurling yourself any place other than another barrel will result in a quick trip back to Earth... After hitting the DK mark and freeing the Seal Pirate, make your way to the Shipwreck Area and claim your prize.

3 wet race

EASY HARD

The Seal Pirate will challenge you to a race once you collect that second Golden Banana, raise the water and go into the cave behind him. Keep your boat inside the markers and after a quick two laps (and 10 Coins), you'll have another shiny Golden Banana.



Lighthouse Interior

5 shipwrecked

EASY HARD

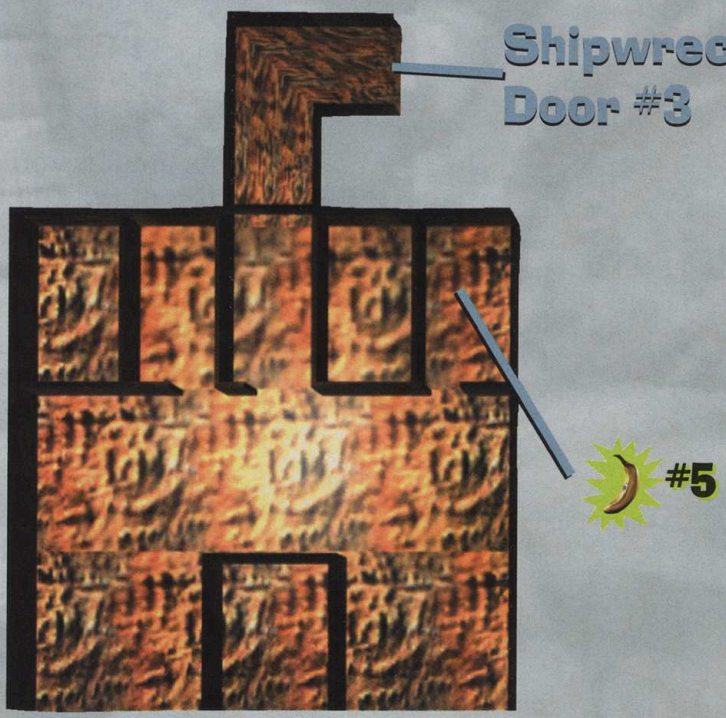
After you win your big boat race, go to the Cactus on the right side of the Shipwreck Area and, if the water has been lowered, play your Bongos on the Musicpad. The Sunken Ship's #3 door will unlock, race inside and play some Krazy Kong Klamor for a Golden Banana.

4 Golden Krush

EASY HARD

Once you've completed Lanky's last Golden Banana sequence and have opened the Gold Room (and activated the #4 Bananaporter on the gold stack with Diddy), take Donkey to the Shipwreck Area and use the Bananaporter to send yourself onto the stack of gold coins. Take down the Krusha before he can knock you off the stack...

Shipwreck Room #3



Gloomy Galleon

In this level Diddy will climb a stack of gold, board a crewless ship, and come face-to-face with a giant (and apparently, quite evil) Fish Submarine.

PowerUp!

candy

Upgrade 1 (all Kongs) x5

1 water krush

EASY HARD

In the Lighthouse Area, lower the water under the island, then swim to the small cave facing the water on the far side of the map for a Krusha fight.

2 ship ahoy

EASY HARD

Go to the Lighthouse and jump into the Diddy Barrel found there. Fly over to the floating ship and slam onto the Diddy Faceplate found on its deck. A Golden Banana will appear on top of the Lighthouse. Swim back and fire yourself up to collect.

3 ferocious fish

EASY HARD

As long as you're still on top of the Lighthouse, take out your axe and strum a few chords. Deep below the water in the Shipwreck Area, a giant Fish Submarine will emerge. Hurry back to that area, dive into the water, and enter his mouth. Shoot at the vents on its "heart" three times each to shut this evil machine down forever! Your prize for switching off this beast? Here's a clue, it's shiny...

He's all heart...

4 dive diddy!

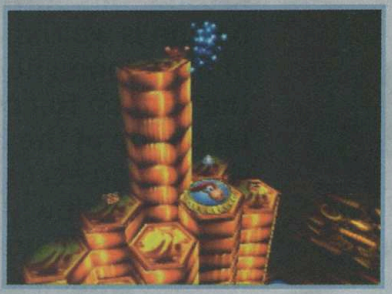
EASY HARD

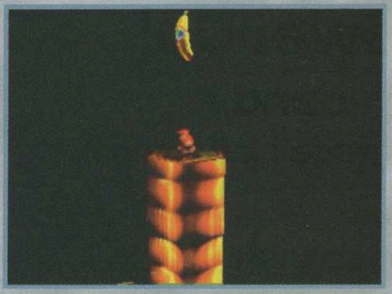
You can open Diddy's #2 door in the Sunken Ship (on the central portion of its hull) just like Donkey's: Go to the Giant Cactus and play a tune on the Musicpad. Hurry though, you'll only have a limited time to make your way down to the ship before the door closes. When you're inside, find the Bonus Barrel for a Splish Splash Salvage mini-game, and another Golden Banana!

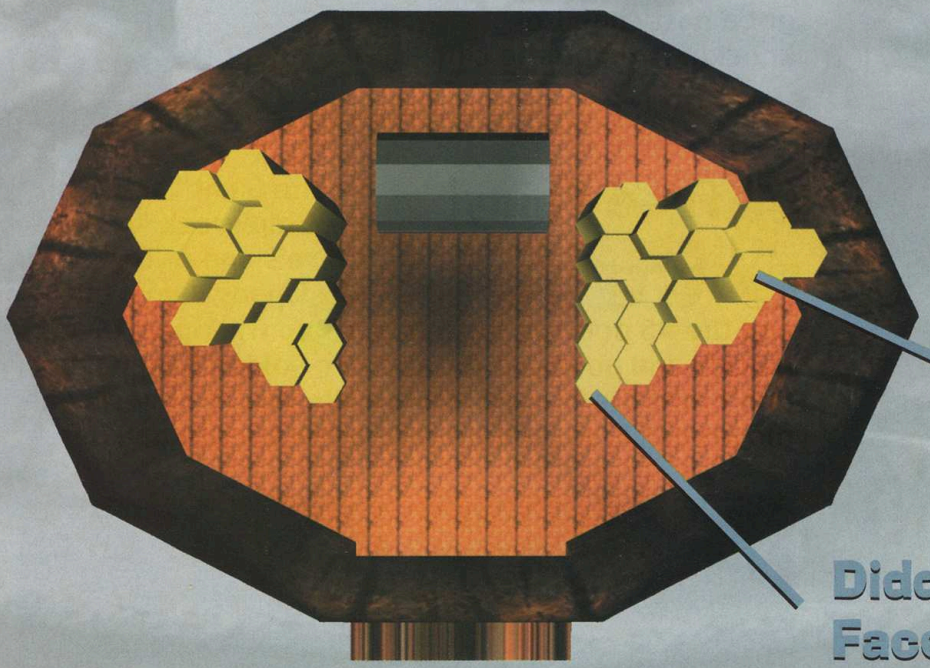
5 stacks of gold

EASY HARD

After you play a bit with Lanky and have opened the way to the Gold Room (check out Lanky's #5 Golden Banana section to see how), make sure the water level has been raised, and then swim in with Diddy and go to the giant stack of gold coins on the right. Use your Simian Spring ability on the Diddy Facepad to hurl yourself high enough to land on the coins. Keep making your way upwards, keeping an eye on that Krusha, and launch yourself to the top pillar. Leap into the Bonus Barrel for a bit of Stealthy Snoop action, and collect your final valuable prize for this level.







Gold Room

Gloomy Galleon

Tiny's shrinking powers come into good use in the Gloomy Galleon, and after completing this level, she'll have an underwater pal for life...

PowerUp!

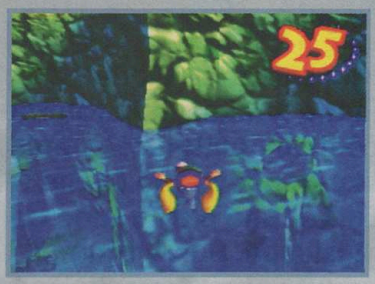
candy

Upgrade 1 (all Kongs) x5

1 dive deep!

EASY HARD

Slam your Faceplate in the first cave, and a door in the Shipwreck area will open. Rush into the water, into the ship, and play Kremling Krush!



2 kranky krusha

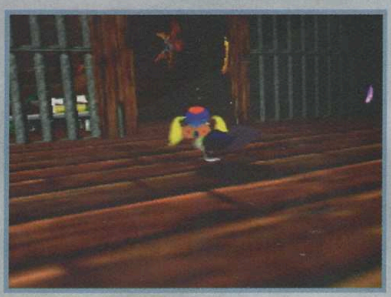
EASY HARD

Another level, another Krusha. This purple-haired baddie is waiting for you in the Cannon Room. Use the cannon to fire yourself up on top of the broken ship, swing across the vines, and slowly (don't run, or you'll most likely fall) cross the planks to where the Krusha is. You might want to shoot him on the planks though, he's got a nasty habit of knocking you off the cliff.

3 free fairy!

EASY HARD

On the Giant Cactus in the Shipwreck Area there's one of Tiny's Musicpads. Jam a bit and the #5 door on the Sunken Ship will open. Dive quickly and go inside for another Golden Banana, but don't miss the "caged" fairy while you're in here. She moves quick, so it might take a few tries to nab her.



Upright Shipwreck

4 bonus bash

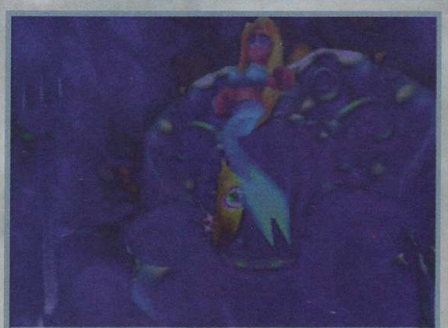
EASY HARD

Deep under the water in the Shipwreck Area, you'll see a big metal vent type thing. Shrink down and go inside the metal contraption then head straight for the Bonus Barrel for another disturbing round of Big Bug Bash. Grab the Golden Banana once you finish the game (for hints on this bonus round, check out page 119) and get out of there. Be careful of the Puffer Fish though!

5 pearl diving

EASY HARD

Take a deep breath, swim to the bottom of the Lighthouse Area, shrink down, and go into the giant shell you see on the ocean floor. Inside you'll meet a very sad Mermaid. It seems as if someone (K. Rool perhaps?) has stolen all of her precious giant pearls, and she desperately wants them back. So desperately, in fact, she'll offer you a golden surprise if you can retrieve them. Her pearls are "hidden" in the Gold Room – shrink down and enter the Treasure Chest. Inside you'll see five clams, and within each of them, a giant pearl. Paddle your way into their mouths and grab the white orbs, but be careful of falling teeth. Return the pearls to a very happy Mermaid, and swim away with a prize.



Gloomy Galleon

Where there's water, there's fish. And where there's Lanky and water, there's Engarde. Have some fishy fun at Gloomy Galleon as a sword fish!

PowerUp!

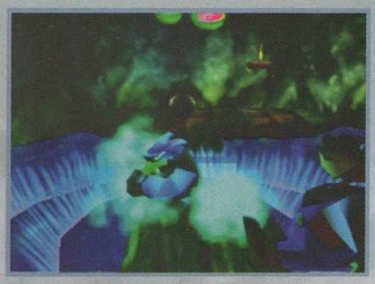
candy

Upgrade 1 (all Kongs) x5

1 watery krush

EASY HARD

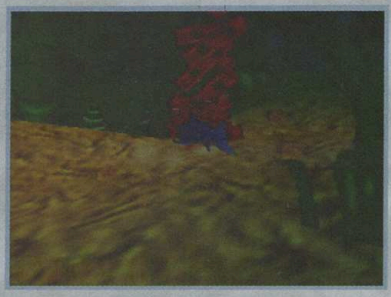
Go to the Lighthouse area and raise the water, then travel back to the first cave that leads off from the entrance (Chunky needs to open it) and battle away...



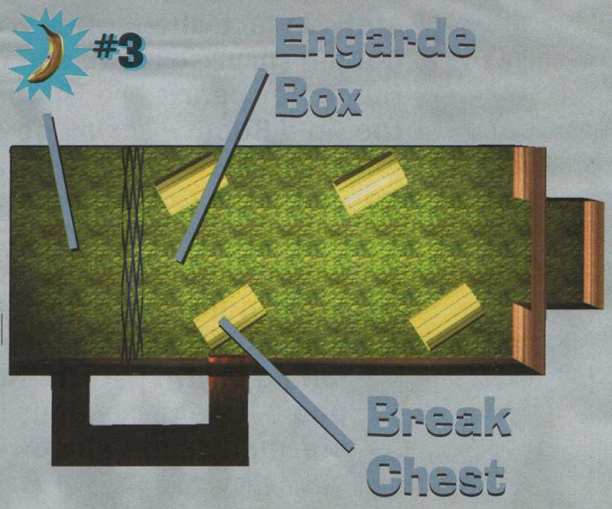
2 diving dolphin

EASY HARD

If you swim deep in the Lighthouse area, you'll notice an Engarde Box near the bottom. Dive into it. Once you're Engarde, start breaking open all of the boxes – many of them simply hold Regular Bananas and Coins for the other apes – but the one closest to the Mermaid's Shell has your Golden Banana...and we'd recommend you grab that.



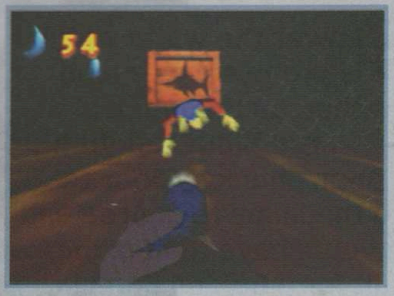
Upright Shipwreck



3 fin fun

EASY HARD

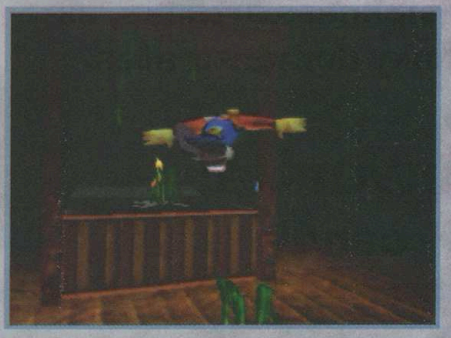
Hit your Faceplate in the cave that links the entrance with the Shipwreck Area, and a door will open far below the surface. Beat the clock down there and you'll find another Engarde Box on the far side of the water-filled room. Ignore the fact that half of the cannons in here are pointed inwards, and turn into Engarde for some fishy fun. Smash all the treasure chests, and you'll open a path to your latest Golden Banana. Grab it, and head back out.



4 banana in bed

EASY HARD

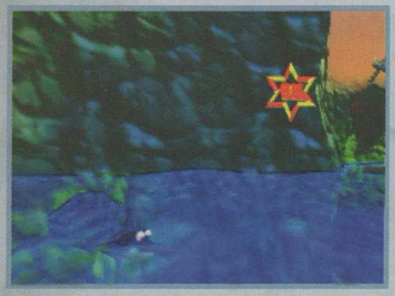
Like the rest of the Kongs, Lanky also has a Golden Banana locked within the Sunken Ship. Go to the Shipwreck Area, activate your Musicpad on the cactus, and dive down to the #4 door. Swim across the bed inside this watery cabin, and you'll spot yet another Golden Banana!



5 hoop hopping

EASY HARD

Lanky's fifth Golden Banana run is important not only to him, but for the rest of the Kongs... They can enter the Gold Room only after Lanky finishes this mission, so get going! First of all, make sure the water level is raised, then head out to the Shipwreck area. Deep below the surface you'll find an Engarde Box. Turn into this fishy fellow and head back up to the surface. Remember that strange floating DK Symbol? Here's where it comes into play. Get a good idea of exactly where that symbol is hovering, then dive back into the water, swim to the far end of the area to get some speed going, and then race back and leap out of the water, hopefully diving right through the DK Symbol. If you miss a few times, don't worry, it takes time to get used to exactly when you need to jump. After leaping through this symbol three times, the gate leading to the Gold Room will open. Go inside as Lanky and swim towards the stack of gold coins with your Facepad on it. Activate the Baboon Balloon power a few times on your way up, and play the Search Light Seek bonus game at the top for a Golden Banana!



Gloomy Galleon

While primates apparently have no problem staying under water forever, they still seem prone to violent seasickness attacks, as Chunky demonstrates.

PowerUp!

candy

Upgrade 1 (all Kongs) x5

1 power punch

EASY HARD

For the first Golden Banana, enter the Cannon Room (careful for those barreled Kremlings on the way), go inside the broken ship, and break open all the treasure chests with your Primate Punch skill. You'll get a Golden Banana and a Fairy. Quick! Take a picture!

2 jacques kong

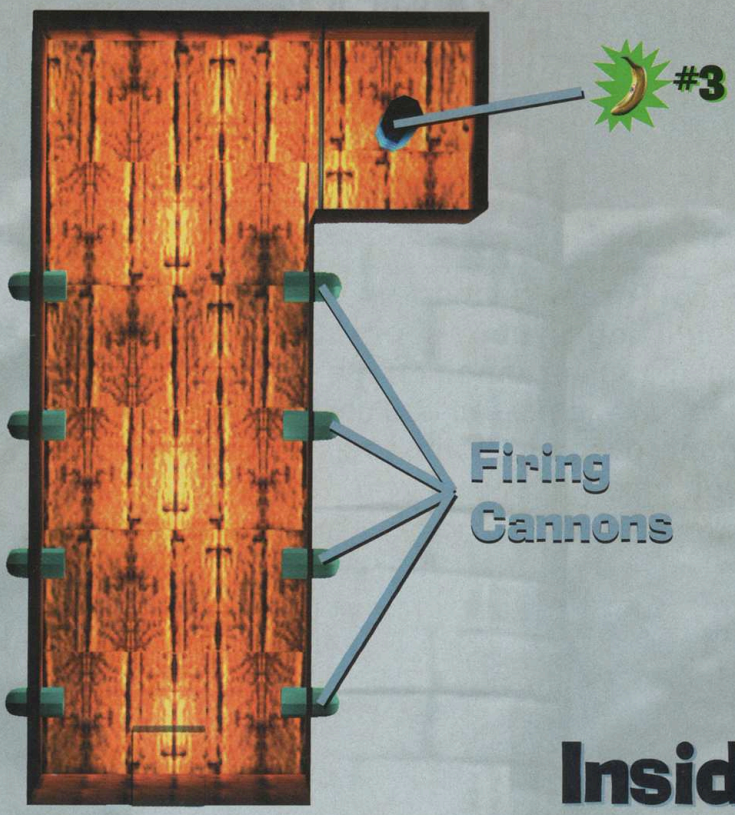
EASY HARD

Lower the water in the Lighthouse Area, and then on the ledge where Diddy fought his Krusha, play a tune. This will open Chunky's door to the Sunken Ship, race back to the Shipwreck Area and dive down to the ship. Inside you'll have to face the madness of Batty Barrel Bandit for a Golden Banana.

3 no sealegs?

EASY HARD

One of my favorite Golden Banana quests has you leaping onto the Pirate Ship in the Lighthouse Area (wait on the central island), and then slamming the doors once aboard. Inside leap over the cannons and hit the barrels for a Golden Banana. Now have fun trying to get a seasick Chunky out...

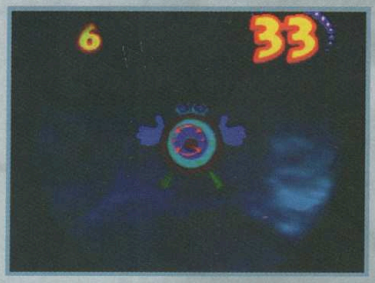


Everything's going wacky

Inside Pirate Ship

4 fire away!

EASY HARD



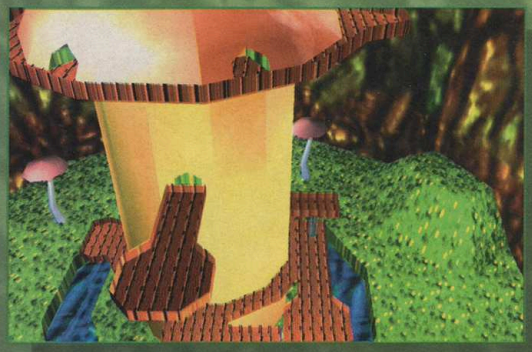
Once the water level has been raised, go to the first cave near the entrance (where Lanky fought his Krusha) for a semi-difficult Golden Banana. Beat the Krusha down first (he can be very annoying if you leave him alone), then pick up the giant cannonball, walk across the plank, and place it into the cannon. Friendly looking targets will appear (awww, they're cute!), shoot them. Do this quickly though, you don't have much time. After the third one is down, one of those rare Golden Bananas will float on down.

5 kactus krush

EASY HARD

On top of the Giant Cactus, where everyone else got to open their Sunken Ship doors, Chunky gets to battle a confused Krusha. Wait for him on a lower branch, and then after he lets loose with a shockwave attack, leap up and take him down, then collect his Blueprint Piece. Snide will be so happy...

Fungi Forest



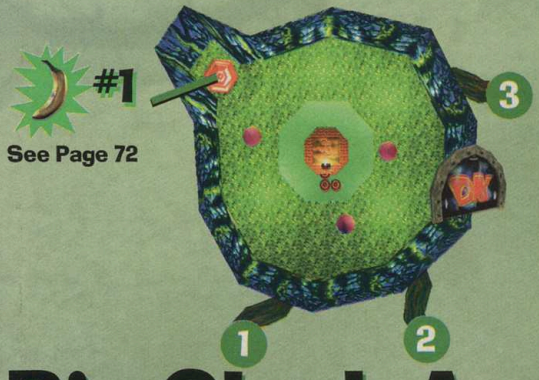
# of Regular Bananas Needed to Fight Boss: 300

Fungi Forest is almost like two levels in one... You'll notice many doors in the Fungi Forest that have a sun or moon on them – this means they can only be passed at a certain time. You don't want to wait 12 hours to enter that night door? Don't fret – just check out that giant clock...

The Fungi Forest

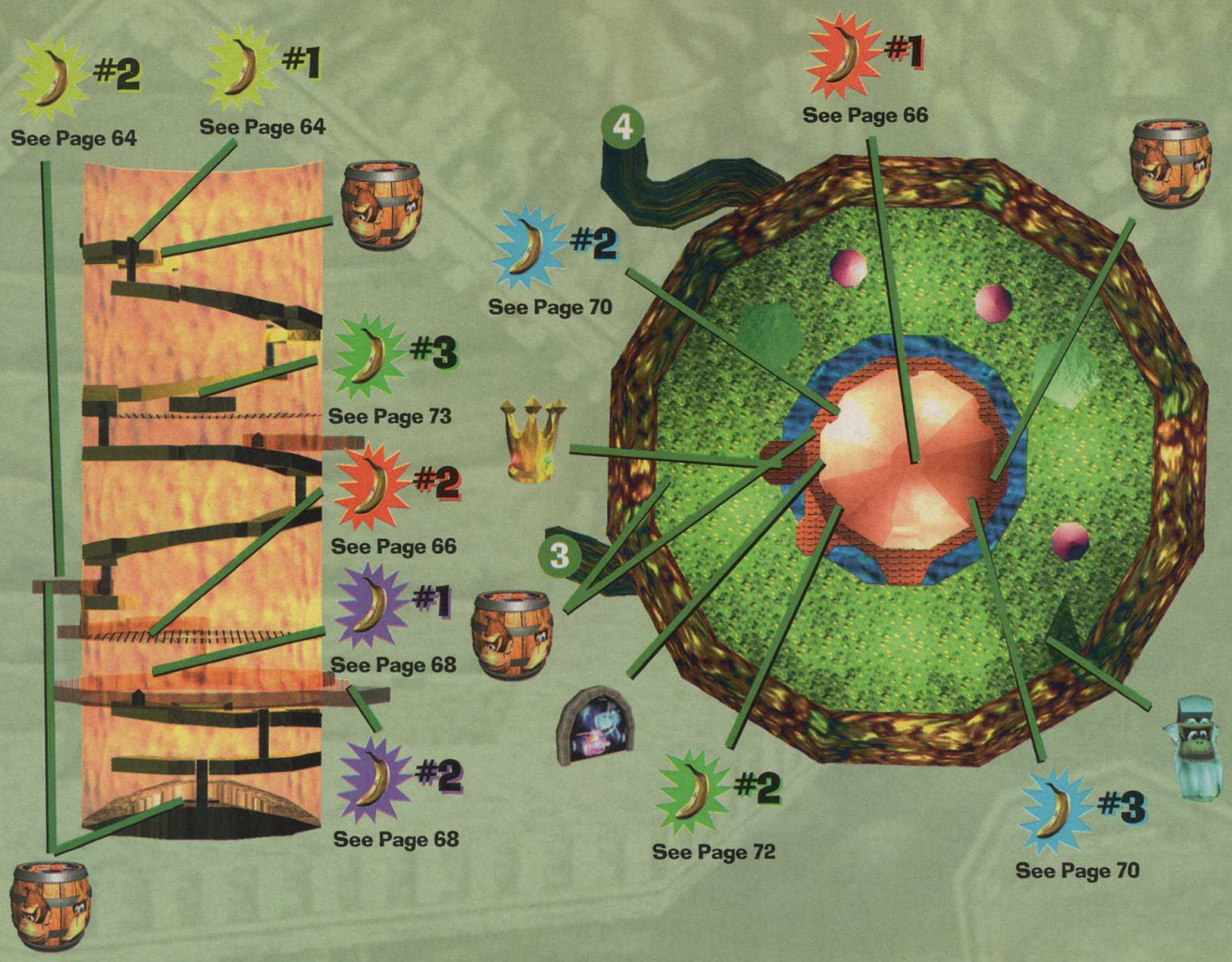
Legend

	Golden Banana
	Cranky's House
	Candy's House
	Funky's House
	Snide's House
	Swap Barrel
	Battle Arena
	Fairy
	Entrance Door
	Exit Door
1	Pathway

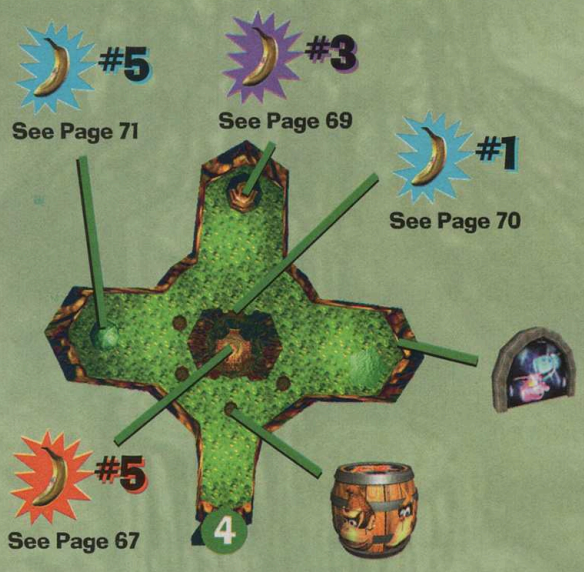


Big Clock Area

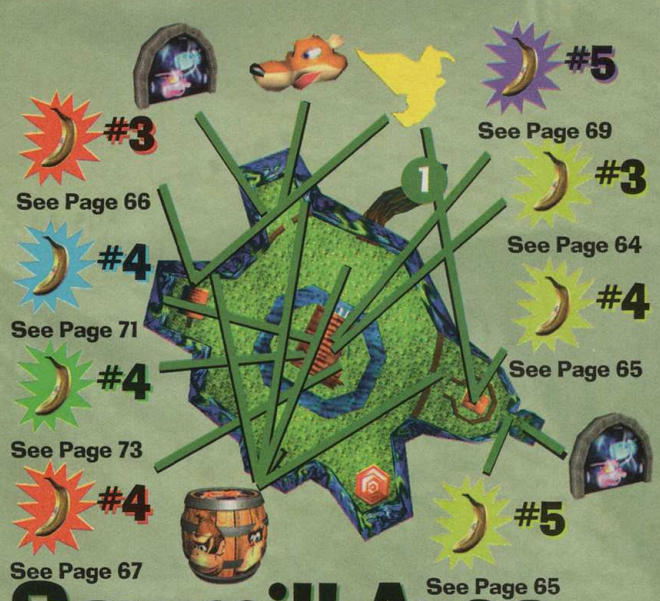
Tomato Field



Giant Mushroom Area



Giant Tree Area



Sawmill Area

Fungi Forest

Donkey takes the place of a cannonball twice during his stay at Fungi Forest, explores an old barn, and even realizes his dream of working in a sawmill...

PowerUp!

cranky

Super Simian Slam (AK) x5

funky

Homing Ammo (AK) x5

1 rapid fire

EASY HARD

The first thing you want to do on this level is bring ALL the Kongs into the base of the Giant Mushroom. Have each of them blast their Switches, and a cannon will appear. Once you've nailed them all, turn back to Donkey, and activate his Faceplate. The cannons will act as a perfect shortcut to grab his first Fungi Forest Golden Banana!

2 bonus blast

EASY HARD

Climb the inside of the Giant Mushroom until you get to the first deck. Outside will be another Baboon Blast stage, leading you to a Peril Path Panic bonus, and a Golden Banana!

3 lotsa levers

EASY HARD

Inside the Sawmill, slam the Donkey Faceplate on the boxes (see Cranky for a Slam powerup, if you haven't already), then pull the switches in this order: 2-1-1-3-2. A Golden Banana will exit the Sawmill and dump into a cage. Now come back at night, and that tasty treat will be out in the open!

4 thorny situation

EASY HARD

Make sure the Fungi Forest is experiencing night, then go to the Sawmill Area and through the now-open gate that leads to the Thornbush Barn. Go into the hedge and around the left side of the Barn to activate your Strong Kong ability, and then go to the back and nail your Faceplate – opening the barn's doors. Inside destroy the "?" box to the right of the opening, slam the Donkey Faceplate, and race your way up and across the barn's hayloft for a chance at Mine Kart Meyhem. Once this is over, a Golden Banana will be in your furry gorilla grip.

5 knock krusha

EASY HARD

Once you've completed the Thornbush Barn, go to the outside of the thorny hedge, and travel to the back of this area. Here you'll find one of those friendly, Blueprint Piece-carrying, krazy Krushas! Knock him out any way you see fit (go back and become Strong Kong for an incredibly easy win), then grab his prize. Take the Blueprint Piece back to Snide for his undying gratitude...and another Golden Banana!

Slam Plate

Yank Those Levers!

The Sawmill

Fungi Forest

Make your way across creaky old beams, turn on ancient machines, and have a race against a feathered foe while playing as Diddy in th Fungi Forest.

PowerUp!

cranky

Super Simian Slam (AK) x5

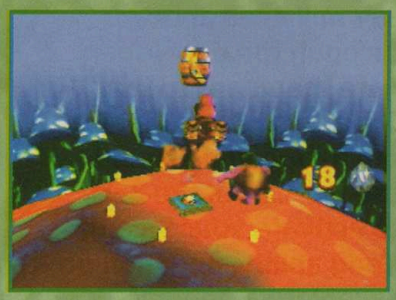
funky

Homing Ammo (AK) x5

1 fun guy fly

EASY HARD

Find the Diddy Barrel at the base of the Giant Mushroom, and fly up to the very top. On the peak of this large fungi you'll see a Bonus Barrel, good for a game of Teetering Turtle Trouble!



2 mushroom krush

EASY HARD

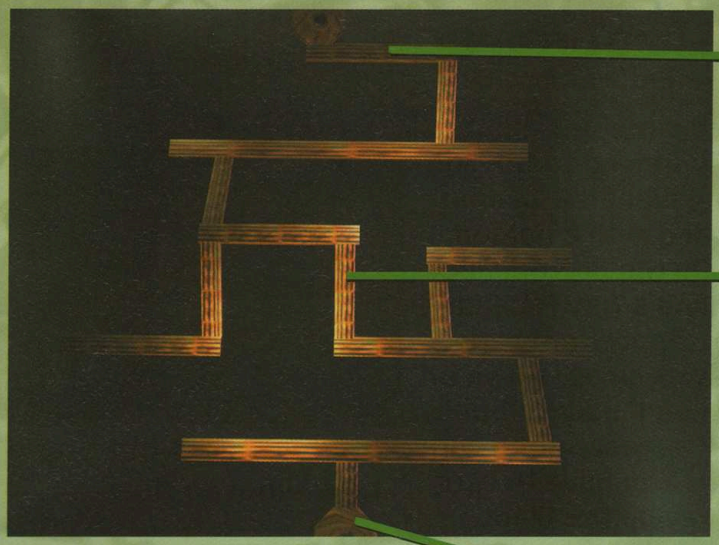
You'll find this friendly Krusha waiting for you halfway up the Giant Mushroom's interior. Don't let him knock you off the vines, it's a far (and painful) ride down...

3 feathered friend

EASY HARD

Go to the small barn in the northern portion of the Sawmill Area at night (the one on the opposite side of Donkey's Thornbush Barn), leap up on the boxes found on the right side of the structure, and Simian Spring your way up to the hole. Once in the attic, travel slowly on the beams to gather some Regular Bananas and one of those tasty Golden Bananas you kids seem so into collecting...

Bounce right up to the barn's attic!



The Attic

4 headbut hero

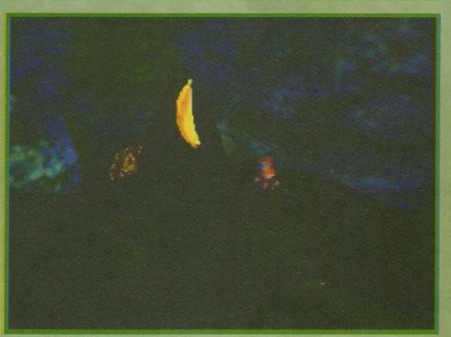
EASY HARD

To "unearth" your latest Golden Banana, go to the Sawmill Area at night, and climb the rope at the back of the mill. Slam the Plate at the top to open the gate. Inside use your Peanut Popguns to turn on the machine, and then Charge the "up" switch to pull up a caged Golden Banana from the ground outside – uncovering a new Diddy Musicpad near the Thornbush Barn (where you got Donkey's #4 Golden Banana). Jam on that new Pad to blow the cage to pieces, unleashing its prize.

5 bird battle

EASY HARD

Come back to the Giant Tree area at night, and get ready for a little more Pilot Wings 64 action. By strumming your axe on the Musicpad, an impressed owl will appear, offering you a challenge. Leap into the nearby Diddy Barrel, follow him around the tree, keeping in his rings, and you'll do fine. Touch the ground or let him get three rings ahead, and you'll have to start over again. If you can keep with the owl, he'll hand over an untarnished Golden Banana for you to enjoy... Launch yourself on top of the Giant Tree to grab it!



Fungi Forest

Tiny makes herself a new (and very helpful) feathered friend in Fungi Forest, and meets an unhappy six-legged mini-boss and her kids...

PowerUp!

cranky

Super Simian Slam (AK) x5

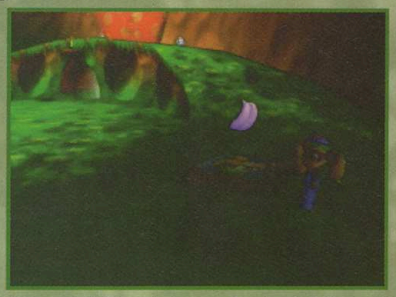
funky

Homing Ammo (AK) x5

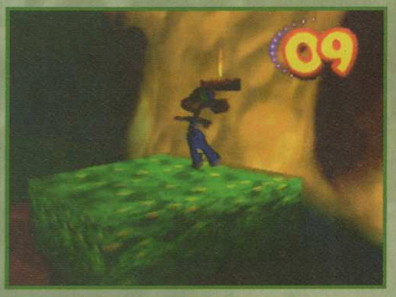
1 'shroom race!

EASY HARD

After switching to Tiny, go into the Giant Mushroom for a race with a golden prize. On the bottom floor you'll find a Tiny Faceplate (on the opposite side as Donkey's), smash down on it and you'll make a Bonus Barrel appear, along with a timer. You have to race your way up the Giant Mushroom as fast as possible... There are several points on the way up where you'll be forced to use your Ponytail Twirl to get across, make sure the camera is lined up to where you want it before you jump, or you'll find yourself Twirling back down to the bottom by accident. Get to the Speedy Swing Sortie Bonus Barrel in time, and that Golden Banana is as good as yours...



Look! A Faceplate! You know what to do...



2 krusha'nator

EASY HARD

To find Tiny's Krusha, climb the inside of the Giant Mushroom until you reach the first vine deck (the area where you can walk across the inside of the Mushroom and not fall), and then go out the door and head left - he'll be waiting on the other side of the Mushroom's exterior...

3 stumped again

EASY HARD

Travel to the Giant Tree area (where the owl and Fast Rabbit live), and go to the back of the clearing towards the Giant Stump. If you play your Saxophone on the Musicpad right away, an angry bird will be the only result. Shrink down first (there's a Tiny Barrel on the other side of the Giant Stump), and then play your instrument. Not only will the bird be pleased, but you'll also earn a free trip to the top of the stump! Once on top, hop into the hole in the middle of the Giant Stump, and get your Oranges ready. You'll be surrounded by Klaptraps (and a void on every side, don't fall off!), but a few Oranges later the room will seem quite empty – except for that new Golden Banana and Giant Seed of course. Use the cannon to fire yourself out, and you'll be on your way...

4 power plant

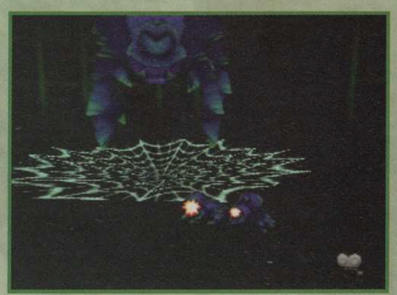
EASY HARD

With that shiny new Giant Seed in hand, go back to that strange-looking spiral in the Tomato Field. Use the Giant Seed on top of the mound, and a Large Plant (with even larger teeth) will grow. Shrink down at the Tiny Barrel nearby, and play your song on the Music Pad. That same bird will come again (he sure is a nice fellow...), and take you to the top of the Giant Plant. Grab the Golden Banana while you're up here, and hop on down. One more Fungi Forest Golden Banana to go!

5 spider surprise

EASY HARD

Once Chunky nails those "?" boxes in the Sawmill, return here with Tiny at night and the web on the newly uncovered mouse hole will be gone, allowing her to enter and fight a cool mini-boss. The giant spider could be tough if you try to rush, so take your time – knock out the children to make her eye open, then fire your feathers into it. The little babies are easy to knock down, but be careful of the huge gobs of sticky liquid their momma spits out. One hit of the jelly green substance and you'll hardly be able to move – let alone fight. After you hit the big spider five times, she'll come crashing down. Don't worry, one more hit and she's out for good!



Fungi Forest

Lanky will have to wait until he collects a speedy brew from the next level before nabbing all the Bananas here. That crazy rabbit won't be laughing for long!

PowerUp!

cranky

Super Simian Slam (AK) x5

funky

Homing Ammo x5

1 krazy krush

EASY HARD

Lanky's Krusha is waiting for him in the Giant Tree area. Hop on over there and you'll see this blue baddie stalking around the passageway through the Giant Tree's trunk. You know what to do...

2 big bounce

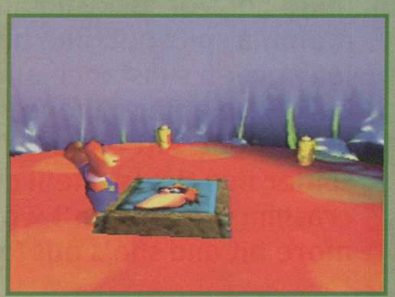
EASY HARD

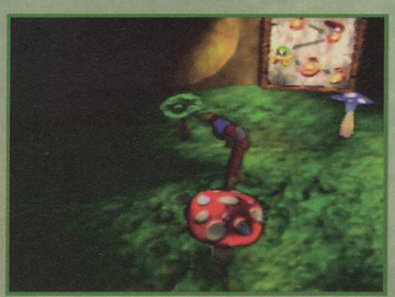
OrangStand your way to the very top of the Mushroom. On the peak you'll see a Lanky Faceplate – hitting this will open doors and the left and right side of the Lanky Faceplate. Go to the RIGHT and quickly enter the room before timer goes out. Bounce on mushrooms for your prize!

3 fun guy stomp

EASY HARD

After grabbing that last Golden Banana, nail your next one by climbing the Giant Mushroom's cap again, and this time going LEFT after slamming the Faceplate. In here just smash the mushrooms in color order: Yellow, Red, Purple, Green, Blue, Bonus Barrel, Golden Banana!





4 that's batty

EASY HARD

Go to the Clock Tree Area and turn day to night. Then, after darkness falls, head on over to the Sawmill Area. Climb the rope on the backside of the Sawmill, and now that it's dark, the hole on the roof should be open – go into it! Inside there will be lots of darkness, cobwebs, and a Lanky Faceplate. Nail the Faceplate and have your Grape Shooter at the ready. Just nail all the bats that fly around, and collect your Golden Banana!

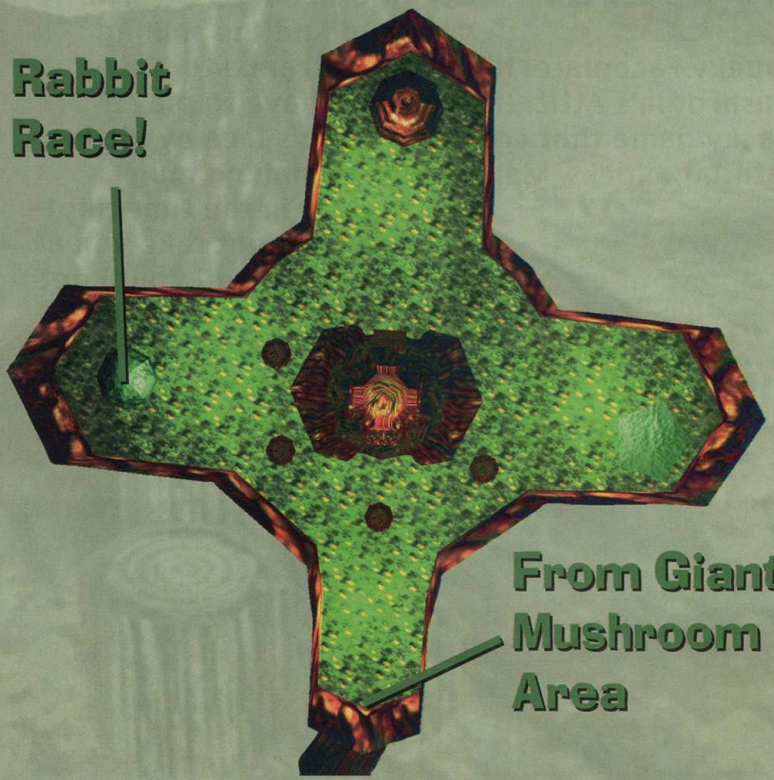
5 i'm late!

EASY HARD

Before you attempt to grab this final Fungi Forest Banana, go see Professor Cranky in the next level (Crystal Caves) for a much needed new brew – OrangSprint! The first time you race this speedy bunny you should be able to win with no real problems (follow the arrows for the location of the next checkpoint), but after he rests a bit, Fast Rabbit will present more of a challenge. Luckily, a Lanky Barrel will be placed right at the starting line, but even with your improved speed, this bunny is still difficult to take down. Don't rush and let the rabbit lead for a bit, then just work on overtaking him once you go around the Giant Stump for the win. A good tip: make sure you have at least 15 Crystal Coconuts before the race, or you'll run out of gas half way through...

Let the bunny lead for a bit, then overtake him!

Giant Tree Area



Fungi Forest

Thrilling minecart rides, breaking huge machines, and teaching giant tomatos who's boss are just a taste of what you'll experience in the Fungi Forest as Chunky.

PowerUp!

cranky

Super Simian Slam (AK) x5

funky

Homing Ammo (AK) x5

1 ape express

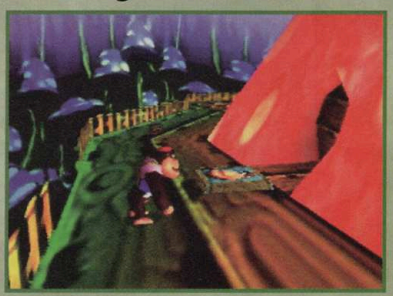
EASY HARD

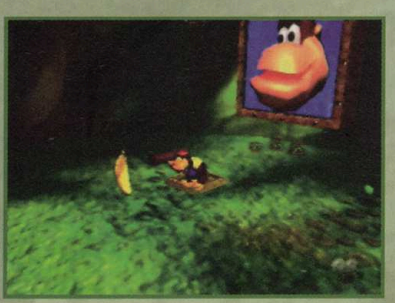
At the Clock Tree area, go to the well on the far side of the tree (if you are facing the front of the clock) and slam down on the iron grate. Inside you'll find what's on the bottom of every well – a minecart. Ride the tram down the track, collecting Coins and dodging baddies. Jump up and hit the Green Bells to open gates, leap over everything you see, keep it slow, and you'll do fine. There's nearly 80 Coins on this course, and you only need 50 for the Golden Banana... No problem!

2 face it

EASY HARD

Go on up to the top floor of the Giant Mushroom's exterior and find the smiling Chunky Faceplate. Nail it for entrance to the Mushroom's Attic. Inside you'll have to play a wacky game that creates a Kong's face by hitting rotating blocks. Make Chunky's smiling mug appear in the time allotted (it might take you a few tries) and you'll get a totally unique prize! Or, then again, perhaps you'll just get another Golden Banana. Yay!

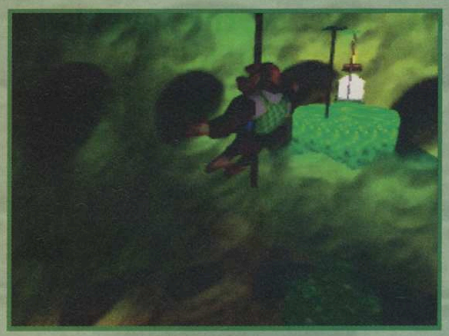


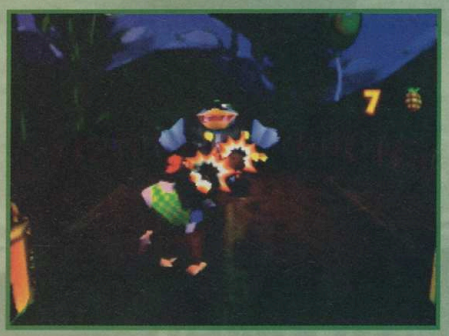


3 swing krush

EASY HARD

If you enter the Giant Mushroom at night, the green-haired Krusha will be waiting for you. To reach him swing across the vines half-way up the mushroom, and go through the daytime-locked door. Beat him for a gift...





4 messy machine

EASY HARD

When the sun is shining, go on over to the Sawmill Area and enter the mill using your powerful Primate Punch on the large side doors. Once inside, slam both "?" boxes (one opens the way to Tiny's #5 Golden Banana), and turn on the crushing machine by playing a tune on the Musicpad. After the machine is running along, go back into the main entrance of the mill, and start throwing things onto its moving conveyor belt (that Donkey started). Better yet, just start throwing those large metal barrels (kegs?). After three hits the spikey roller explosions will ensue, and a Golden Banana will appear!

5 rancid tomatos

EASY HARD

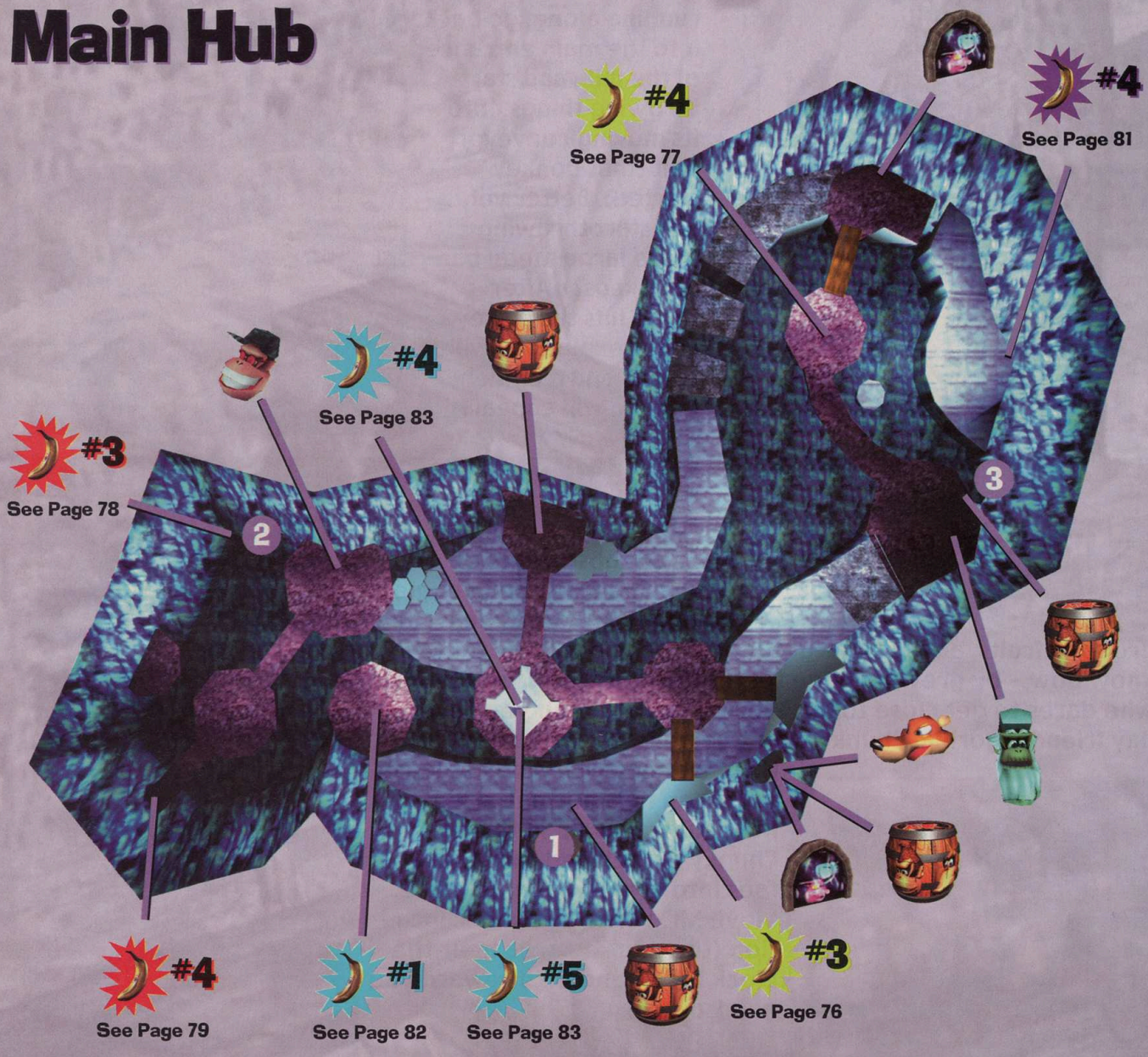
Mr. Worm has a problem. After all those years of devouring fruits and veggies, he finally angered the wrong group of fruits, and they're getting back the only way they know how - by growing huge teeth. They'll take down anyone who dares to get close to Mr. Worm's house, even your every-day friendly gorilla. Chunky won't be able to make a dent in their vitamin-rich hide...at least not when he's normal-sized. Have him grow up in the nearby Chunky Barrel, and turn these foes into creamy tomato paste. Move Mr. Worm to a nicer location (the marked area near the Clock Tree), and he'll reward you handsomely!

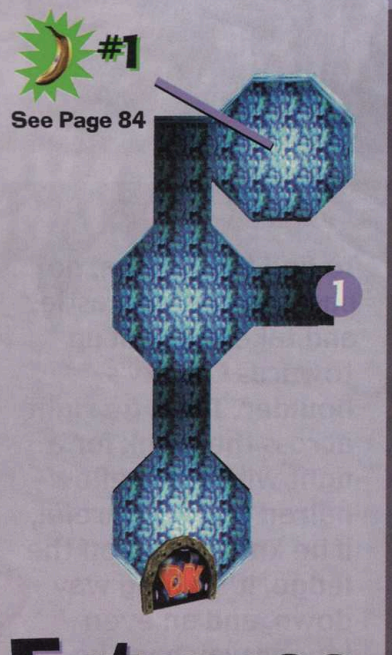
Crystal Caves

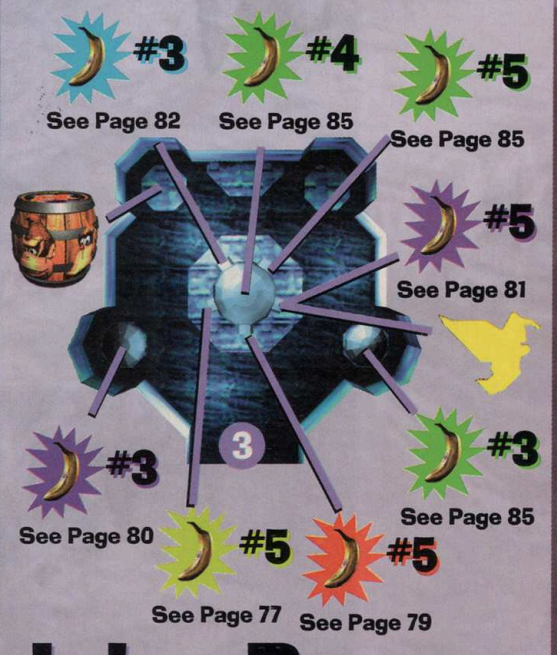
# of Regular Bananas Needed to Fight Boss: 350

You'll quickly notice the annoyance a certain giant foe brings after only a few minutes in this level. To stop him you'll have to use both Chunky and Tiny, so you might want to take care of their Golden Banana tasks first. Trust us, this level is much more fun after the rocks stop falling...

Main Hub







Legend

	Golden Banana
	Cranky's House
	Candy's House
	Funky's House
	Snide's House
	Swap Barrel
	Battle Arena
	Fairy
	Entrance Door
	Exit Door
1	Pathway

Crystal Caves

Donkey's Bongo Blast and puzzle-solving skills are all he'll need in the Crystal Caves. Except when he faces a precarious cliff battle with a fun Krusha.

PowerUp!

candy

Melon Upgrade (AK) x0

funky

Ammo Belt 2 (All Kongs) x5

1 bug hunt

EASY HARD

In the Cabin Area, go to the first set of wooden houses and open Donkey's door with his Bongo Blast. Inside you'll see a bunch of bees. What do we do when we see bees? That's right, shoot them. A lot. Once you knock down all the flying insects, a Golden Banana will appear for your troubles...

2 turning tables

EASY HARD

Enter Donkey's second Cabin in the same area and get ready for a cool, and perhaps nauseating, timed puzzle. Just like the board game Memory, you've got to match the apes. Switch the "board" by stepping on the plates near each wall. Nail them all for a Golden Banana!

3 krusha'way

EASY HARD

To find this Krusha, go past the Central Castle, and take the trail up towards Chunky's boulder. Then, go right across the plank for a fight with that yellow-haired baddie. Careful, if he knocks you off the ledge, it's a long way down, and an even longer way back up.

4 cannon fall

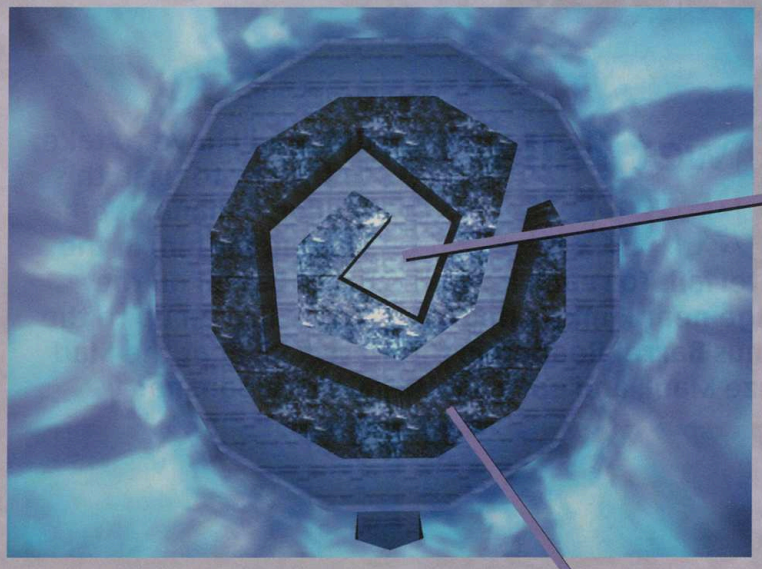
EASY HARD

After you've taken down that last Krusha and have returned the Blueprint Piece back to Snide, walk along the path that goes over the chasm past Professor Cranky's hut. On there you'll find one of Donkey's Facepads, and you know what that means... Activating it will send you careening towards the Crystal Cavern's ceiling, into one of those friendly, gunpowder-filled barrels. Fire Donkey around a bit, trying to aim for the other barrels. If you see a floating ring, aim for its center, they help you line up your shots for difficult barrels, and you'll eventually fire that scorched gorilla into the Busy Barrel Barrage bonus game for a Golden Banana.

5 a'mazing!

EASY HARD

The large igloo in the Crystal Cavern's Main Hub has a Musicpad for each ape once you complete Diddy's #5 Golden Banana, so Donkey will have to wait to enter until then. Once inside, the small maze looks easy enough, until it starts to move... Run when it goes forward, but don't be afraid to backtrack when it spins the other direction. One hit and you'll lose an entire Life Melon! A sparkling prize waits in the center...



#5

Donkey Igloo

Rotating Maze!

Crystal Caves

Diddy's first Golden Banana on this level is one of the hardest to get in the game, so you might as well get it out of the way as soon as possible...

PowerUp!

candy

Melon Upgrade (AK) x0

funky

Ammo Belt 2 (All Kongs) x5

1 airborne ape

EASY HARD

Use your Guitar to get into the second floor Diddy Cabin Room, then leap into the Diddy Barrel on the far side of the room to take to the sky, and quickly knock down all the foes inside. We recommend knocking out the two crocs on the far side of the room with peanuts, flying over and luring all the barreled dudes into one corner, landing on the closest croc pedestal, and hurling an Orange at them. Leave the pigs for last.

2 lighter than air

EASY HARD

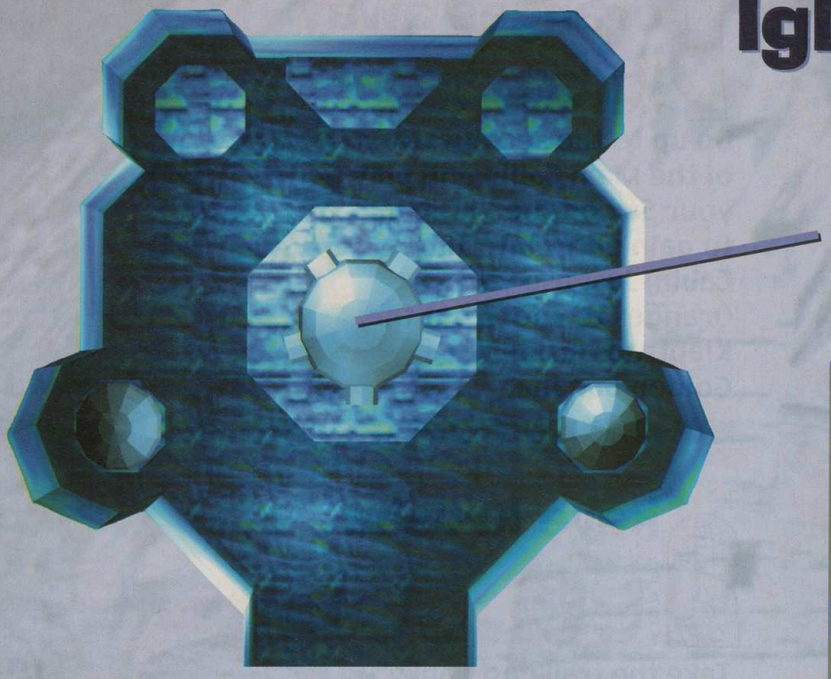
Go to the third level of the Cabin and play on the Musicpad. Inside simply beat the baddies to reveal the Diddy Facepad, take to the air using the Pad to leap up into the Diddy Barrel, and hover over each of the three candles to light them! Then, grab that Fairy!

3 wet falls

EASY HARD

Diddy will have to take to the sky to grab this Golden Banana. It's waiting for him in the waterfall. To reach it use the Diddy Barrel on the ledge near Funky's House, and then fire on up to the Bonus Barrel floating in the waterfall. Beat the Mad Maze Maul, and earn another Golden Banana!

Igloo Area



Floating DK Symbol

4 kave krush

EASY HARD

You won't be able to collect the Red Blueprint Piece until Tiny has her #3 Golden Banana – which opens the way for other apes to get into this hidden cave. Once she has activated Bananaporter #4, use it to transport on in, and get ready for a fight. Of course, this Krusha will go down as easily as any other, if you use your basic strategy. Hit him from afar with weapons, or just jump over his attacks for a respectable knockout.

5 investigate igloo

EASY HARD

In the process of getting this Golden Banana, you'll also open the way for the other Kongs to retrieve their igloo surprises. To activate the hidden Musicpads around this structure, just leap into the Rocketbarrel Boost near the Professor's Hut, then fly on over to the Kong Igloo. Floating above Chunky's Krusha will be a DK symbol: Soar through it to gain all Kongs entrance to this icy building. After the Musicpads appear, drop on down and strum a lick or two on Diddy's Pad, then go on inside. To get a Golden Banana simply lift the barrels off of the numbers in order, but do this quickly, you'll be timed...

Crystal Caves

Tiny will fly with the bats in Crystal Caves, discovering new areas, opening rooms to fellow apes, and might even stop those horrid rock-loosening quakes!

PowerUp!

cranky

Monkeyport x7

candy

Melon Upgrade (AK) x0

funky

Ammo Belt 2 (All Kongs) x5

1 oranges away

EASY HARD

Go up to the second story of the Main Cabin and play your Sax on the Musicpad to gain entry into Tiny's Cabin. Just use your Oranges to knock out the Klaptraps inside for a Golden Banana.

2 kave krusha

EASY HARD

Take the trail past Lanky's Cabin towards the central waterfall. You'll see a certain mean-tempered buddy here. Take him down as usual...

3 transporting tiny

EASY HARD

First of all, make sure you've talked to Cranky first, you'll need Tiny's new ability to grab this Golden Banana... Once you've got Monkeyport in your mitts, Ponytail Twirl off the pathway near Funky's house to the ledge with the Tiny Barrel. Shrink down, jump back across, and enter the small hole. Inside, use the Facepad to Monkeyport to the Golden Banana (inside the igloo). Don't forget to activate Bananaport #4!

4 tiny twister

EASY HARD

Ponytail Twirl over to the lower ledge past Professor Cranky's Hut. Use the Tiny Barrel here to shrink down and enter the small hole in the wall. There's a Krazy Kong Klamor Bonus Barrel in this cave, along with the normal prize for winning.

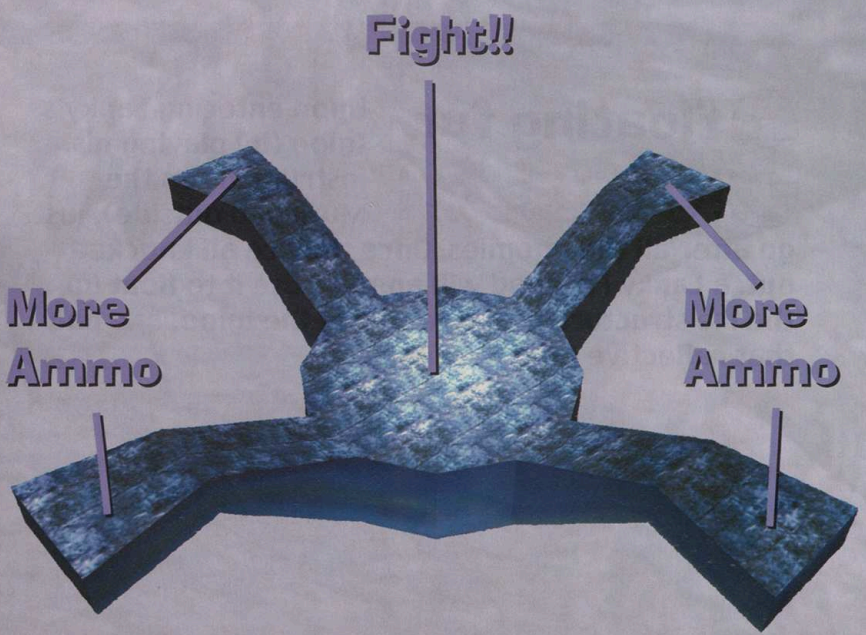
Tiny, as usual, overreacts to getting another Banana.

5 bullseye!

EASY HARD

Open up Tiny's Igloo by simply playing a toon on the Musicpad that Diddy activated, and go on inside. The idea here is simple, just slam on that target three times for a Golden Banana. Unfortunately, it starts to move after the first hit, there's that big guy chasing you, and you've got a time limit. Don't fret though, you can almost ignore the giant (he's too slow to be that big of a threat) and just concentrate on the target. Try to lead your jumps so you'll land on the bullseye as it passes beneath you, and you should get the Golden Banana in no time...

Cave Top



Have those falling rocks started to tan your hide? Well, stop them! As Tiny you'll be able to Monkeyport up to this giant who's making all of the ruckus and knock him down! Get up there by using the Tiny Facepad that was uncovered when Chunky got his #3 Golden Banana. Once he's out of the picture, the falling boulders will cease. Isn't life grand?

Crystal Caves

One of the hardest mini-games in Donkey Kong 64 is Lanky's to face... He'll be able to get his aggression out afterwards by re-racing that silly beetle.

PowerUp!

cranky
OrangSprint x7

candy
Melon Upgrade (AK) x0

funky
Ammo Belt 2 (All Kongs) x5

1 krystal krush

EASY HARD

On the top floor of the Castle use the Lanky Facepad to float over to the Blue Krusha – he's waiting on top of a pillar to the left of Funky's house. Don't transport up, or he'll just knock you off...

2 sprinting simian

EASY HARD

The very last Cabin you'll find past the waterfall is designed especially for an ape with a light personality. Float on up to the roof using the Facepad on the ground, and enter the door. This is a slightly tricky puzzle: Once the Golden Banana has been unveiled you've got to make it past the giant guards in a matter of seconds. How do we do this? With the power of OrangSprint, of course! Float into the Lanky Barrel before you activate the Golden Banana, and it's as good as yours...

3 floating fur

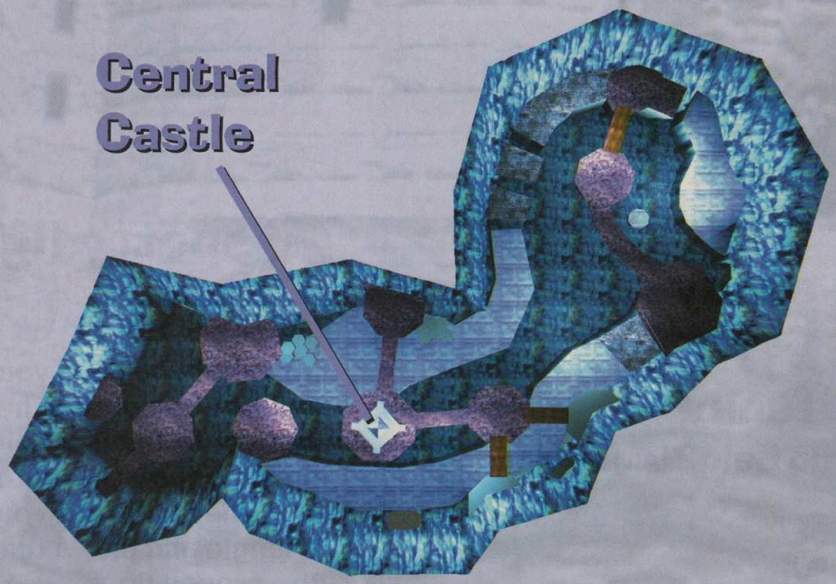
EASY HARD

Upon entering Lanky's Igloo (by playing his instrument on the Musicpad outside), just go after all the enemies. Once they're all knocked out, a Lanky Facepad will appear. Use it to float up the ice structure in the center of the igloo, and nab that reflective Gold Banana!

4 tile time!

EASY HARD

Once you get the pattern down, this is a pretty easy Golden Banana to get... The evil blue tomato who lives in the Central Castle (slam your Faceplate outside to enter) gives you a little challenge – to see who can flip over tiles the fastest. Whatever you do, don't go after the "?" tiles first – just follow the tomato around, nailing the tiles he just turned by slamming them using small jumps. Hear that? Small jumps! If you leap too high you'll waste time and the blue tomato will start to catch up... Keep your cool and collect another Golden Banana.

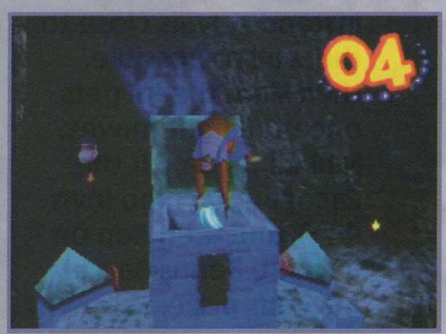


Main Hub

5 revenge race

EASY HARD

You say the first Beetle Race wasn't enough? You say you want more? Well, fine. Here you go. And this time, this speedy beetle won't make it so easy for you... Slippery ice and a lot of dangerous drop-offs make this a challenging race, one that might take you a few times before beating. To get into this marathon, go over to the Central Castle, open the top with the Faceplate on the far side, and float on in! Once you're ready to begin, nab that Lanky Barrel past the starting line (activating OrangSprint), and pray. Collect 50 Coins and win for the prize!



Crystal Caves

Chunky might be slow moving, but speed doesn't really matter to a primate who can turn invisible, as you'll soon learn in the Crystal Caves...

PowerUp!

cranky
Gorilla Gone x7

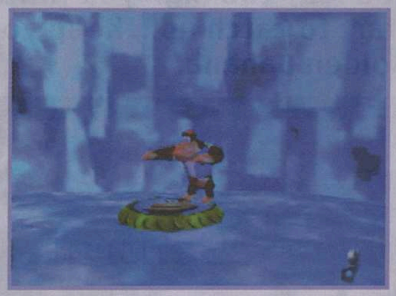
candy
Melon Upgrade (AK) x0

funky
Ammo Belt 2 (All Kongs) x5

1 invisible ice

EASY HARD

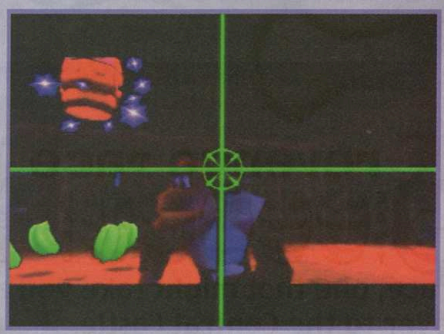
The first thing you should do on this level is to collect the Gorilla Gone potion from Cranky – you'll need it for two of the Golden Bananas found here. With that new brew in your possession, go back to the starting area for this Golden Banana, and break through the ice wall using your Primate Punch. Activate your new powers on the Chunky Facepad, and collect your Banana.



2 spotty lights

EASY HARD

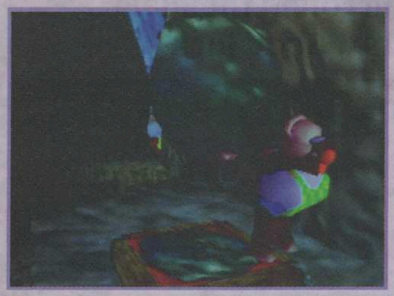
Now that you have your Gorilla Gone potion, head on over to the first Cabin building (past the waterfall), then whip out your Triangle and play a tune on the ground floor Musicpad. You'll see three targets on the ground inside, and a bunch of slowly swinging lights. Do NOT go into the light! You'll be quickly targeted and shot if a searchlight directly hits you, so instead stay as close to the wall as possible, then slam the targets once the light moves. Nail all three, hit the Facepad (turning invisible), and then hop on into the Bonus Barrel for your prize.

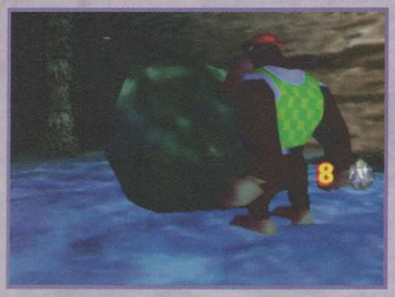


3 boulder bash

EASY HARD

To snag that visible-yet-impossible-to-get Golden Banana in the Main Hub, go past the Central Castle, grab the boulder, carry it forward, and place it onto the boulder switch. Once activated, the switch will cause that igloo surrounding the giant boulder in the cavern past Cranky's Lab to explode. Go back to this area (if you haven't been in yet, just Primate Punch the ice to enter) and leap into the Chunky Barrel to grow a few feet, then grab the newly uncovered giant boulder and place it on the spinning boulder switch. After this is done you'll see a cinema showing that igloo outside shattering. Skip on back to the Igloo Area, leap into the water, and swim on over to your waiting Golden Banana.





4 krushed ape

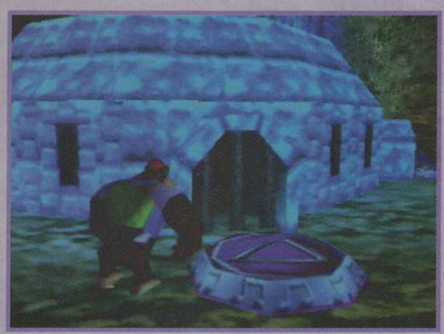
EASY HARD

You flew right over Chunky's Krusha as Diddy (when you collected his #5 Golden Banana) – he's waiting on top of the Kong Igloo. As Chunky, leap on up and teach him a lesson. Or, on the other hand, just punch him a lot. Either way you'll get his fallen Blueprint Piece, then take it back to Snide for not only another Golden Banana, but also the deep thanks of a friendly weasel. Take a look at the Full Blueprint, it's certainly coming together...

5 roast rabbit

EASY HARD

Now that Diddy has completed his #5 Golden Banana run, you can get into the Kong's Igloo with Chunky. Once inside, you'll see a familiar face... Remember this annoying guy? So, his Grandfather can run faster than you, huh? It doesn't look like he's running anywhere now, being strapped up to that TNT Barrel and all. Well then, I guess we can just leave. Heh. But, if you want all the Golden Bananas, you'll have to rescue the Speedy Rabbit, and you'll have to do it quickly.



Don't let the fireballs reach the center, unless you want to see our furry friend come to an explosive end. Keep the fireballs away for the time period, and this happy rabbit will give you your last Crystal Cavern Golden Banana!

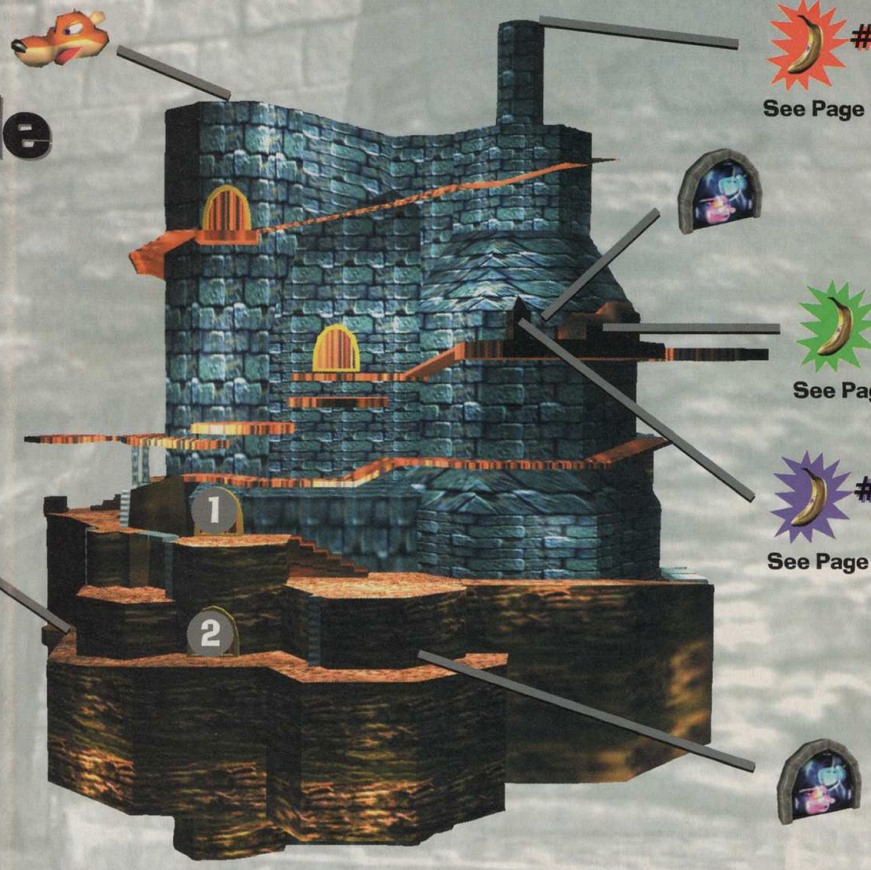
Creepy Castle

# of Regular Bananas Needed to Fight Boss: 400

Welcome to the final "normal" level of Donkey Kong 64, the Creepy Castle. As you can tell by the name, this level consists of a castle. One that's creepy... Anyways, be on the lookout for the many drop-offs that surround the main building and the trap doors... Good luck!

The Creepy Castle

Castle Front Side

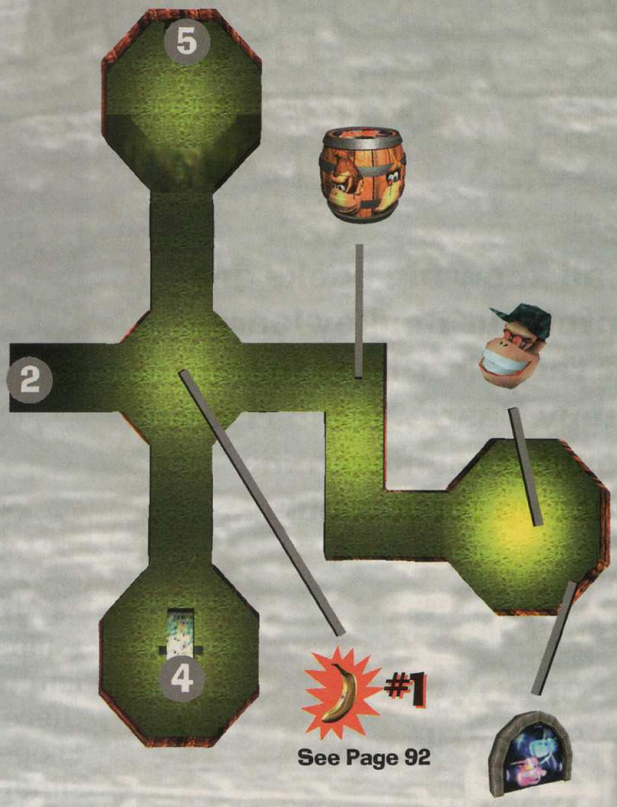


Castle Back Side

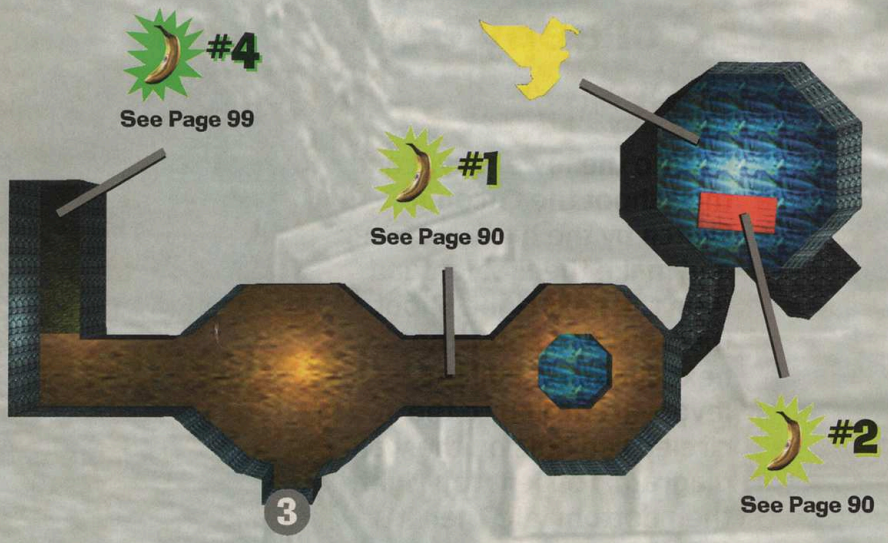
Skull Crypt - Donkey/Diddy/Chunky

Dungeon

Skull Crypt - Lanky/Tiny



Crypt



Hollowed Tree

Legend

	Golden Banana
	Cranky's House
	Candy's House
	Funky's House
	Snide's House
	Swap Barrel
	Battle Arena
	Fairy
	Entrance Door
	Exit Door
1	Pathway

Creepy Castle

We all know big books are painful, but Donkey learns that fact first-hand in the Creepy Castle. A fun ride through a haunted mine makes up for it though...

PowerUp!

cranky
S. D. Simian Slam (AK) x7

candy
Upgrade 2 (All Kongs) x9

funky
Sniper Scope (AK) x7

1 stormy sail

EASY HARD

You'll reach this Donkey Facepad a few seconds into this level, it's right next to that large tree. Activating it will send you into the stormy sky, and after blasting through a bunch of barrels, the Hollowed Tree's door will open. Go inside and find your Krusha!

2 tree krush

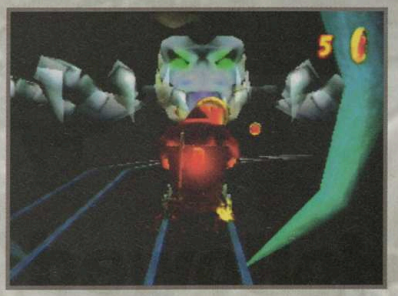
EASY HARD

Before venturing past the Krusha make sure you have the latest upgrade from Funky (Sniper Scope), then return and dive into the water. Enter the large room and hop onto the plank floating there. Use the Sniper Scope to zoom in, shoot the moving targets and the water will rise. After 3 hits, you should be able to nail that Golden Banana... Don't forget to capture that Fairy!

3 creepy cart

EASY HARD

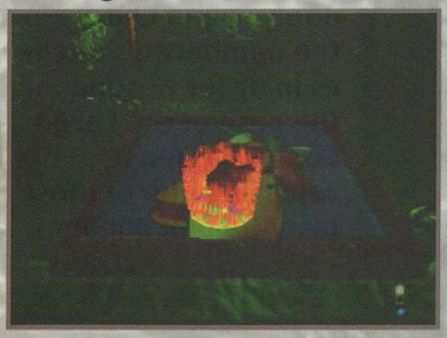
Go into the lower Crypt and then shoot the Coconut Switch by the big face. Enter and make the first left and then the next right. Shoot the Switch to enter the next chamber. Pull the levers according to the circled red dots on the wall diagram. Top left, top right, then bottom left. Then it's time for a fun minecart ride... 25 coins later you've got a Golden Banana!



4 face it!

EASY HARD

To collect this Golden Banana, you'll have to pass a small game very similar to the one Chunky had to play in the Forest to get his #3 Banana – create your face on the tiles! This is actually very easy to do, just keep hitting a plate until you see Donkey's piece, then move to the next one. This room with this Banana is in the Dungeon past the #1 Bananaporter. Go into the door on your left, and then slam the Faceplate down the hall to get inside!



5 big books

EASY HARD

See! Yet more evidence large books do more harm than good... In fact, if Donkey even tries to walk past these novels to collect a simple Golden Banana, he'll be knocked out cold... How to bypass these bashing books? Simple! Walk up the Castle walkway past the Library entrance. Slam the Donkey Faceplate you'll find and run back down to the Library before the time runs out. Inside defeat all the enemies to reveal another Faceplate. Nail this new Plate to open up the hallway with the flying books. Leap into the Donkey Barrel, run down the hall (suddenly oblivious to the heavy work of such great authors), and grab that Golden Banana!

The Library

Creepy Castle

Dance in the Creepy Castle's Ballroom as Diddy, and then light the way for another Golden Banana using your Rocketbarrel Boost.

PowerUp!

cranky
S. D. Simian Slam (AK) x7

candy
Upgrade 2 (All Kongs) x9

funky
Sniper Scope (AK) x7

1 krypt krusha

EASY HARD

Go into the Crypt at the back of the Creepy Castle at the very bottom level through the large doors. Inside your buddy will be waiting...

2 numbers up

EASY HARD

Inside the Crypt shoot the Peanut Switch by the stone face. Enter the mouth and go left then left again. Shoot another Peanut Switch to open the door. Chimp Charge the numbered switches in order around the base of the Large Coffin to open it, releasing one of those tasty Golden Bananas.

3 rigged floor

EASY HARD

Go into the Dungeon (located by the #1 Bananaporter) then skip along straight until you see a door on your left. Enter, go to the right and slam the Faceplate to reveal the next room. Shoot the Peanut Switch to lower the chains (running across won't work), and swing your way to that golden surprise.

The Ballroom

Tiny Monkeyport!

Nab those Regular Bananas while you're up there!

4 tall banana

EASY HARD

The fourth Golden Banana for Diddy can be found in the highest area of Creepy Castle, and you'll need your Rocketbarrel Boost to reach it. Leap into either of the two Diddy Barrels located outside the Castle, and fly up to the Tower. Jump into the Bonus Barrel resting on the roof, and after completing the creepy Big Bug Bash Bonus game, collect your latest Golden Banana...

5 black tie optional

EASY HARD

Make your way up to the Ballroom entrance (right next to the Tag Barrel), and slam the Faceplate to open the doors. There won't be any music playing, but the baddies on the checkered floor will be ready to dance. After they've been taken care of, a Diddy Barrel will appear in the middle of the room – jump inside it to activate your Rocketbarrel Boost powers. Fly over the 3 giant candles, lighting them as you pass, and and you'll suddenly find a Bonus Barrel floating in the air. After a bit of Mine Kart Mayhem, the last Creepy Castle Golden Banana will be in your possession...

Creepy Castle

Tiny will actually have to travel through a door meant for Diddy if she wants to collect all the Golden Bananas in the Creepy Castle...

PowerUp!

cranky
S. D. Simian Slam (AK) x7

candy
Upgrade 2 (All Kongs) x9

funky
Sniper Scope (AK) x7

1 give a hand

EASY HARD

Go into the Crypt area, and then travel up the hill to the right. Shoot the Feather Switch to the left side of the door, and go on in. Travel to the right, cross the gap, then use the Feather Gun to open the gate. Hitting the Faceplate will bring up the hands, allowing you to get to the Golden Banana!

2 kliff krush

EASY HARD

If you head left on the path past the Hollowed Tree (near the level's entrance), you'll eventually run into Tiny's Krusha. Use the Ponytail Twirl to cross the gap, but be careful not to fall!

3 turtle trouble

EASY HARD

Go inside the Dungeon entrance by Bananaporter #1. Make the first left, travel down that hallway, and use your Ponytail Twirl ability to get across the gap. Now have a go at the waiting Teetering Turtle Trouble bonus round.

4 trashed prize

EASY HARD

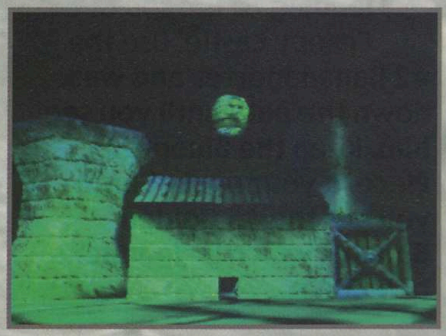
So, you're looking for another Golden Banana, eh? To find these shiny objects you'll have to think like one of K. Rool's minions. If that large 'gator wanted me to hide a Golden Banana, where would I stick it? That's right! In a trashcan! And where can we find a trashcan in the Creepy Castle? Next to an old shed, of course... Travel here as Tiny (you can use the #4 Bananaporter for a shortcut) and shrink down using the Tiny Barrel. Then leap on the mushroom to hurl yourself to the top of the Trashcan, and go on in the hole. Pull out your Feather Bow and nail all the flys buzzing around inside for a slightly tarnished Golden Banana!

5 GB 5000

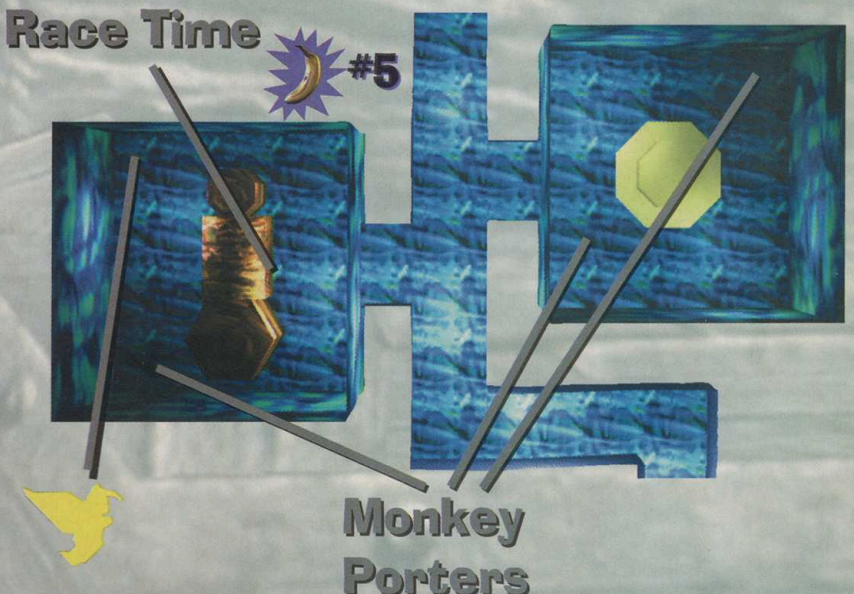
EASY HARD

Easily the most difficult Golden Banana to get in the game, Tiny's #5 isn't hard to grab, but the frustration comes in trying to find it. That's right, Granny says it's in the Ballroom. But only Diddy can get in there, right? Wrong! Have Diddy open the door, then use the Tag Barrel outside to change to Tiny, and then QUICKLY run through that door. From there hit the Monkeyport, enter a small race, and you're home free...

Go into the Ballroom first!



The Museum



Creepy Castle

Lanky's Baboon Balloon ability will make itself useful twice during his stay at the Creepy Castle - but it won't help him find his way through a dangerous maze...

PowerUp!

cranky
S. D. Simian Slam (AK) x7

candy
Upgrade 2 (All Kongs) x9

funky
Sniper Scope (AK) x7

1 swing simian

EASY HARD

Go inside the Crypt and head up the hill to the right of the entrance. Shoot the Grape Switch on the right side of the door, and go on through. Once you're inside, fire at the Grape Trigger on the wall, which opens a gate down the hall for a very short time, you'll have to leap into the Lanky Barrel (activating OrangSprint) to make it. After you're on the other side of the gate, slam the Faceplate to make vines appear in the slime-filled room. Now, just simply swing across the dangerous liquid for your Golden Banana!

2 floating feat

EASY HARD

At the Dungeon entrance next to the #1 Bananaporter, go straight to the door on the left and go inside. Head to the left again and slam the Lanky Faceplate to open the door. Use the Facepad to activate Baboon Balloon and float over to the Kremlin Kosh Bonus Barrel.

3 kastle krush

EASY HARD

Lanky's Krusha is loitering around the pathway leading to the top of the Creepy Castle. Use the #2 Bananaporter and walk down the path until you see him. Keep the Blueprint Piece in your pocket until you get the #5 Golden Banana, which is right next to Snide's...

The Hedge Maze

#4

Start

A Battle Arena Pad appears!

Appears after Golden Banana has been found

4 'mazing hedge

EASY HARD

To grab Lanky's next Golden Banana, either head down the path from the roof, or just leap off to the ground and use the #4 Bananaporter to fire you right back to where you need to be – right outside of the oddly placed shack. You can't even open the main door, so don't even try. Instead, head around the side (past the Greenhouse) and slam the Lanky Faceplate there. This will gain you entrance to the Greenhouse, and the maze within. You'll have 40 seconds to get through the twisty hedge (use the map above for help) and find the Golden Banana. As an added bonus, the Battle Arena for this level will appear in the middle of the maze!

5 oh bother...

EASY HARD

Use the #5 Bananaporter to go to the very top of the castle, and slam your Faceplate outside of the Tower door. Inside take out all of the monsters to reveal a Facepad in the center of the floor. Shoot the three Grape Switches on the walls and wind will begin to blow. Activate your Baboon Balloon ability on the Facepad and use the wind stream to lift you up to the Beaver Bother bonus stage and a Golden Banana!

Creepy Castle

Destroying ancient coffins, shooting at invisible bats, and playing dentist to a statue are just a few of Chunky's tasks in the Creepy Castle. Say "ahh..."

PowerUp!

cranky

S. D. Simian Slam (AK) x7

candy

Upgrade 2 (All Kongs) x9

funky

Sniper Scope (AK) x7

1 dark krush

EASY HARD

Chunky's Krusha is waiting for him down in the Dungeon, outside of Candy's House. He's easy to beat in such a large open area...

2 crush coffin

EASY HARD

Go down into the Crypt, activate the Pineapple Switch outside of the Dragon Face and go inside the mouth. Head right, hit another Pineapple Switch, and then Primate Punch the coffins to find the Searchlight Seeker Bonus Barrel. Beat it to earn a Golden Banana.

3 banana breath

EASY HARD

Slam the Chunky Faceplate outside the Museum entrance to get inside. Once in the Museum, Primate Punch the three colored shields in the main room and one of the statues will open its mouth, revealing a large boulder. To get the golden prize that's hiding in the other statue's mouth, place the boulder on the switch in the middle of the room. That's it, another Golden Banana is yours to keep...

4 snipe away

EASY HARD

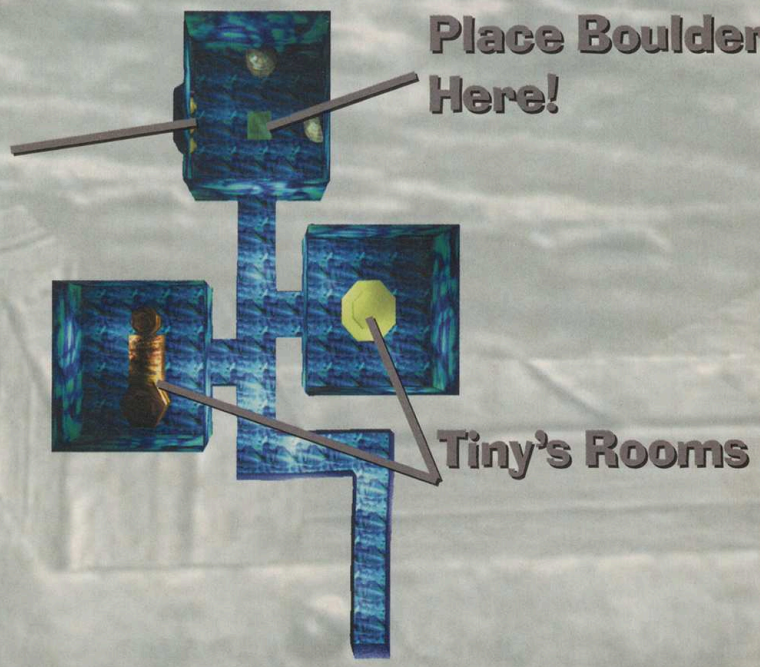
Making sure at least one of the Kongs has purchased the "Sniper Scope" upgrade from Funky, go back to the Hollowed Tree near the start of the level, and go inside. Primate Punch the cracked wall to reveal a passage, then use your Sniper Scope ability to nail the Pineapple Switch at the end of the hall (walking down the passageway will cause the switch to vanish). Now have a go at the always fun Beaver Bother bonus round! Yay!

5 batty battle

EASY HARD

If you just nabbed the Golden Banana inside the Hollowed Tree, you'll find yourself on the ground floor outside the Creepy Castle. Skip on over to the Bananaporters and use the #4 Pad to quickly transport yourself halfway up the Castle's outside walkway, and even more importantly, right next to the final Golden Banana you need for this level. After you Bananaport up, go on over to that strangely placed shack, and Primate Punch the door to go on inside. Destroy the large box in the middle of the room for a Chunky Facepad, which will activate your Gorilla Gone powers, enabling you to see the many bats flying around. Shoot them all for a Golden Banana.

The Museum



He seems to have something stuck in his teeth...

The Islands

#1 See Page 110

#2 See Page 104

#1 See Page 106

#2 See Page 110

#5 See Page 107

#1 See Page 104

#2 See Page 102

#1 See Page 108

#4 See Page 109

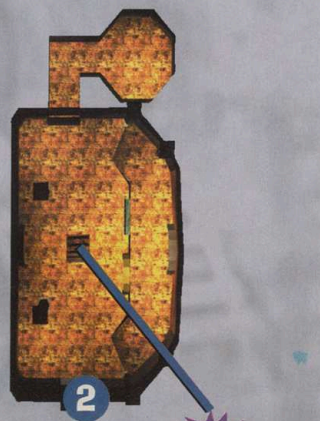
#4 See Page 111

#1 See Page 102

#3 See Page 105

#2 See Page 108

Jungle Level



#2 See Page 106

Aztec Level

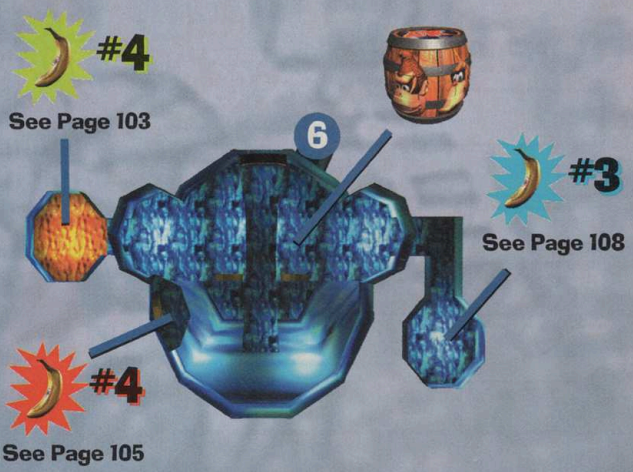
Legend

	Golden Banana
	Cranky's House
	Candy's House
	Funky's House
	Snide's House
	Swap Barrel
	Battle Arena
	Fairy
	Entrance Door
	Exit Door
1	Pathway

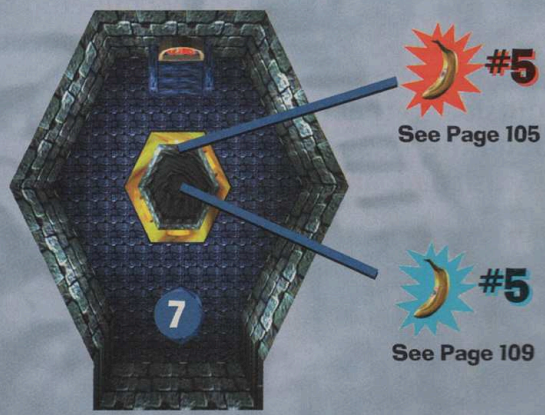
Factory Level

Galleon Level

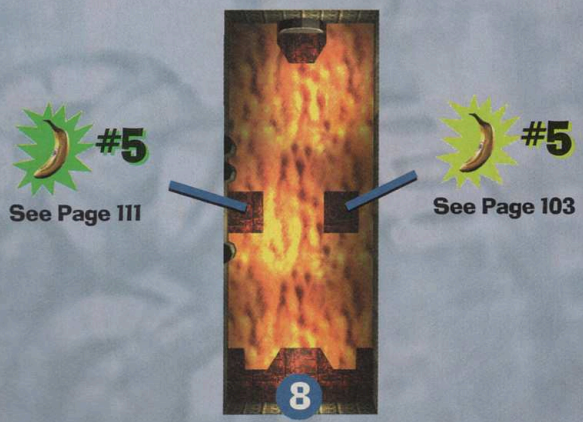
Forest Level



Caves Level



Castle Level



Hideout Level

The Islands

The final Donkey Golden Bananas are hidden far and wide and make Donkey use both his powers and wits. Except for his first Banana...of course.

PowerUp!

1 free banana

EASY HARD

Why are you even reading this description? If you've made your way to the Jungle Japes level you already have this Golden Banana. Um, if you haven't gone to the first area yet, go talk to Klumsy and stop skipping this far ahead in the book!

2 falling down

EASY HARD

If you have finished the Angry Aztec stage and talked to Klumsy, the way up K.Rool's island/boat should be open. Walk up the path to the outside of Snide's area, and then look down. You'll see a ledge below the vines. Jump down (aim carefully, or else you'll end up in the ocean) and shoot the Coconut Switch to free another Golden Banana!

3 bongo banana

EASY HARD

Assuming you have already collected the Gorilla Grab upgrade inside the Frantic Factory, go outside to that level's opening, and yank the switch found there. Go up the elevator, play a few beats on the Musicpad, and nab that Golden Banana!

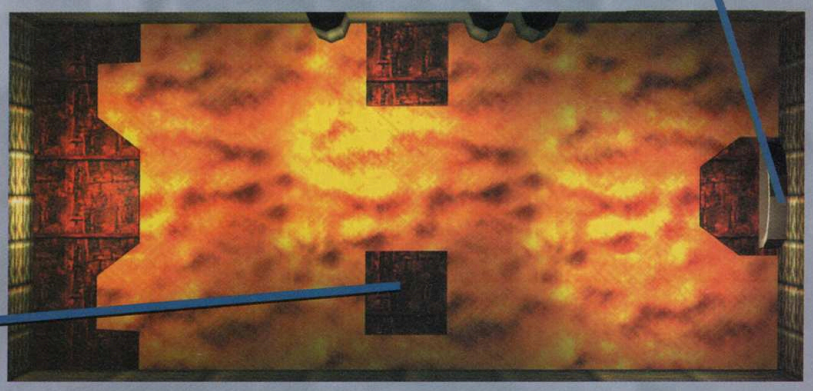
4 hairy hot foot

EASY HARD

First of all go into the Crystal Caves entrance area as Chunky (or just switch into him using the Tag Barrel found there), and start breaking things. Well, start breaking walls. On either side of the opening there's an ice wall. Using his Primate Punch ability, open them both (if you haven't already). Now using Donkey and his Strong Konga powers (leap into the Donkey Barrel), run across the room full of lava for that shiny banana-shaped object.

Hideout Entrance

Coconut Switch



Waiting Krusha

5 krush bridge

EASY HARD

For Donkey's final Overworld Golden Banana, skip up the path to the very top of K.Rool's fortress once you've cleared both Creepy Castle and Crystal Cavern, and go into his mouth. Inside you'll see lots of lava and Yellow Krusha waiting for you on a pedestal in the middle of that hot magma. Use the Sniper Scope to aim at the Coconut Switch on the other side of the room, fire at it to raise a bridge, and then quickly run across the bridge to your waiting foe.

The Islands

With the help of a few of his Kong buddies, Diddy will finally be able to soar the skies around DK Island - and discover more than one Golden Banana!

PowerUp!

Sold Out!

1 batty barrel

EASY HARD

Climb K.Rool's rusty mobile island and go all the way up to Snide's area. Use the Diddy Faceplate near this weasel's (well, in the nicest sense of the word) hut, and bounce up to the waiting Bonus Barrel. After a few minutes in the clutches of Batty Barrel Bandit you'll not only have a newfound respect for bandits, but a Golden Banana as well!

2 bananafall

EASY HARD

First off, start as Chunky, and then run up the Kong Island path past the corner to the Angry Aztec entrance. Use Chunky's great strength to lift the nearby boulder up, revealing a Lanky Musicpad. Switch over to that long-armed primate, and blast out a tune with his Trombone - making a Diddy Barrel appear near the Fungi Forest door. Turn to Diddy and fire yourself up there using the cannon near the waterfall (just utilize the #3 Bananaport for a shortcut). Now that you can activate Rocketbarrel Boost you can finally nab that just-out-of-reach Golden Banana waiting at the top of the waterfall (how many times did you try to make that jump?). Fly over there, shoot the Peanut Switch, and it's all yours!

3 peak prize

EASY HARD

Now that you've used Chunky to uncover the Diddy Barrel near the Fungi Forest opening, you can use its powers to fly all over the islands – but don't spend too much time gawking at the graphics, we have a job to do! Use the Rocketbarrel Boost to go as high as you can, and then soar over the giant Donkey head. On its very peak you should notice one of those groovy Bonus Barrels. Leap into it for a run at Peril Path Panic, then nab that floating golden trophy once you win!

4 cave cliff

EASY HARD

This Golden Banana is an easy one to miss if you don't know what you're looking for... In the entrance area to the Crystal Caves, there's a Diddy Barrel, allowing you to fly around this huge cavernous area with your Rocketbarrel Boost. Fire straight up to the Red Grandma Door near the ceiling, land on the cliff there, and whip out your axe to play a tune or two on the Musicpad up there. A bird will come with this latest Golden Banana and drop it next to you... You should go ahead and grab it before leaving this area.

5 trapped krush

EASY HARD

To get Diddy's final Golden Banana in the Overworld, make your way up to the Creepy Castle Entrance (by firing yourself into the sky using the Giant Cannon), and then switch to Donkey Kong in the nearby Tag Barrel. You should see a Red Krusha pacing back and forth, trapped in the center structure. Use Donkey's Coconut Cannon to free him. Then, quickly switch back to Diddy, shoot the Krusha from afar, and leap across the slime to collect this final Blueprint Piece. Travel to any of Snide's houses to turn it in!

The Islands

This is it! The final Golden Bananas for Tiny to find...or are they? Could there be one more? Tiny couldn't possibly have six on this level...right?

PowerUp!

Sold Out!

1 fairy easy

EASY HARD

Here's a simple Golden Banana to grab... Swim on over to the Fairy Island (or use the #4 Bananaporter for a shortcut), skip around to the back of the Fairy's "head," and fire at the Switches with your Feather Bow. That's it! Another Banana is yours!

2 dizzy diddy

EASY HARD

At the entrance to the Angry Aztec level, you'll have to turn into Diddy to collect the waiting Golden Banana. Once you've transformed into that cap-wearing ape, have him Chimpy Charge the two gongs found in the room, which will make a floating Bonus Barrel appear. Turn back into Tiny, skip up to the top-most ledge, and use her Ponytail Twirl power to play a little Big Bug Bash!

3 final krush

EASY HARD

The only way to grab this Golden Banana is to find a well-hidden Purple Krusha...and you'll need a friend to help you with that. At the Frantic Factory entrance area, turn into Chunky and have him destroy the "?" box found there – revealing a leather jacketed buddy. Turn back to Tiny using the nearby Tag Barrel, and take this sucker down! This is most likely your final Krusha fight with Tiny, so make it last... Don't forget to grab that Fairy while you're here!

4 wet ape

EASY HARD

Dive deep under the ocean and make your way to the Gloomy Galleon entrance area (located under K.Rool's island) and use the Tag Barrel found there to switch into Chunky. When you're in control of this strong primate, slam his Faceplate near the Krusha to open up a small underwater gate. Now transform back into Tiny, leap into the Tiny Barrel to shrink down, and dive into the water. Swim through this new passageway for a bit and you'll end up with a Golden Banana!

5 last banana?

EASY HARD

Well, this very well could be the quest for the very final Tiny Golden Banana (or is it? Check out the Secrets Section for more information), congratulations! To nab this golden prize, swim on over to K.Rool's floating island and travel the scaling path behind this behemoth. Go on up until you see a certain Tiny Faceplate. Use your newest power – the Monkeyport – to transport yourself to the very top of this island. Wet your lips, and play a song on the Musicpad you'll find there. That's it! Another Golden Banana is in your pocket...and if you have your camera ready, another Fairy!

The Islands

Lanky is the key to grabbing that annoyingly timed Golden Banana in Klumsy's Cave. Just use your speedy powers to collect the prize!

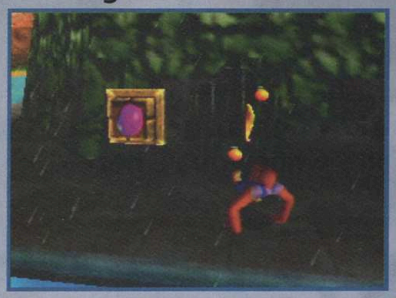
PowerUp!

Sold Out!

1 freed fruit

EASY HARD

The first Island Golden Banana is an easy one to get for Lanky. Go behind Klumsy's floating cave, shoot the Grape Switch with your Shooter, and the gate will open. Grab that newly freed golden fruit!



2 at the pad

EASY HARD

Nail that Musicpad for a surprise!

In the very first entrance area (for Jungle Japes), transform into Chunky and lift the rock off of Lanky's Musicpad (it's on the right side of the room). Change back to Lanky using the nearby Tag Barrel and play a funky tune! When you do, yet another Golden Banana will be in your pocket...

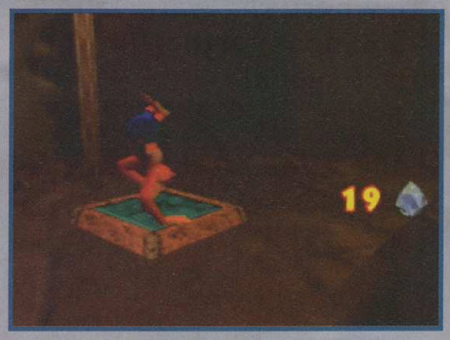
3 lanky krush

EASY HARD

Lanky's Krusha in the overworld is waiting in the Crystal Cave entrance. Now that Chunky has smashed both ice doors, go into the one with Donkey Kong's Barrel, and beat down the Krusha waiting there...

4 sprint simian!

EASY HARD



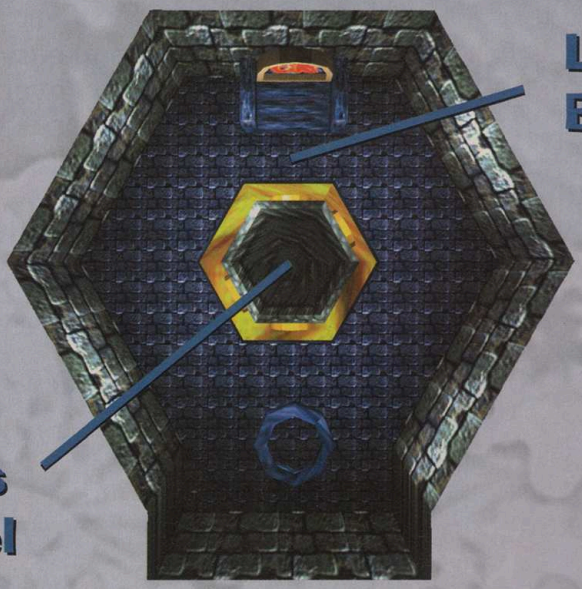
If you have acquired Lanky's OrangSprint power, you'll now finally be able to collect that Golden Banana that's been tempting you in Klumsy's cave all this time... Like I'm sure you've tried before, hit the switch on the far side of the room, and watch the door open on the opposite wall. But, unlike failed tries before, this time leap into the Lanky Barrel before even opening the far door, and then hit the switch. As long as you go straight across (just hug Klumsy's cage) and are in OrangSprint mode, you should be able to make it with a second to spare!

5 floating fur

EASY HARD

Inside the Creepy Castle entrance area, turn into Chunky and have him lift the boulder off of the Lanky Facepad you'll find there. Use the Tag Barrel to change back to our long-armed ape, and activate his Baboon Balloon power on the Pad. Float up to the top of the small dome and into the Bonus Barrel for a bit of Searchlight Seek fun. After this is complete, nab that Golden Banana!

Castle Entrance



The Islands

More mysteries of Donkey Kong Island are revealed as you play Chunky. After you've collected these Golden Bananas, you're ready to take on K.Rool!

PowerUp!

Sold Out!

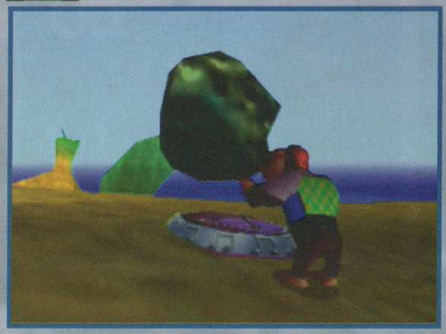
1 headshot!

EASY HARD

Fire at the Pineapple Switch at the base of Donkey Kong's head. Well, the DK head on the island... Anyways, go to where the waterfall touches down (near the #3 Bananaporter), hit that Switch, and collect a Golden Banana!

2 triangle time

EASY HARD



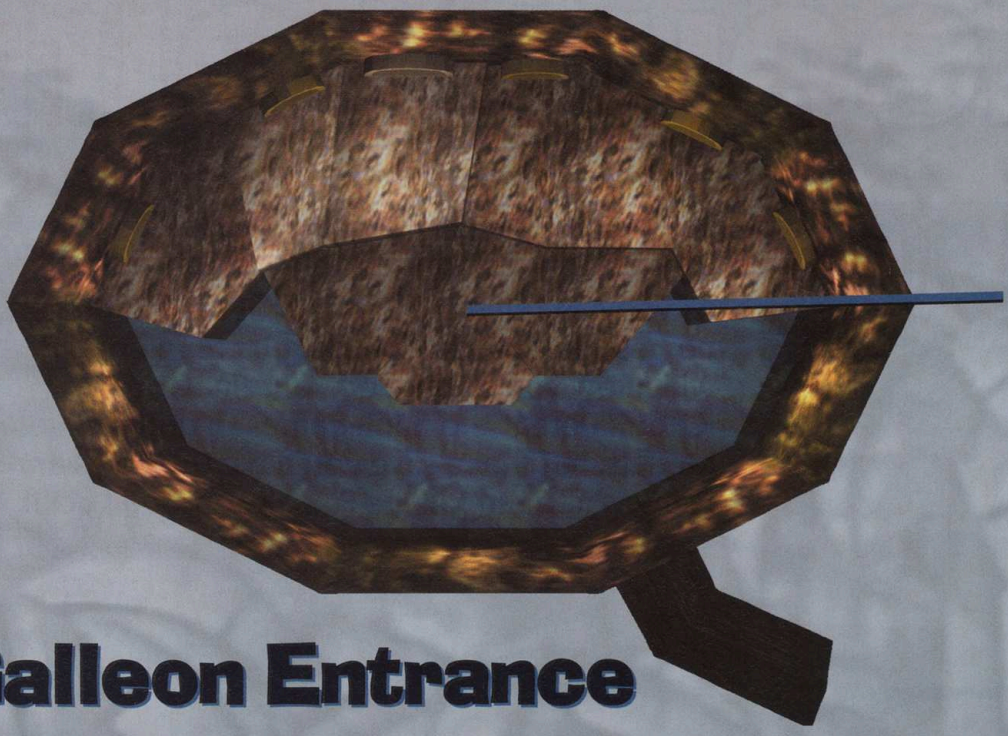
Play a tune on the Music-pad for a Golden Banana!

Travel up the Kong Island past where you'd enter Angry Aztec, past the rock that covered Lanky's Facepad - up as far as you can go, and lift the boulder that rests on Chunky's Musicpad. Tap that Triangle you've got a few times on the Pad and the latest Golden Banana is as good as yours.

3 kooky krush

EASY HARD

A nice and easy one. Just go on over to the entrance area for the Gloomy Galleon (dive into the ocean, then swim under K.Rool's island). Once you surface, a Krusha will be there waiting, and you know what to do with him...

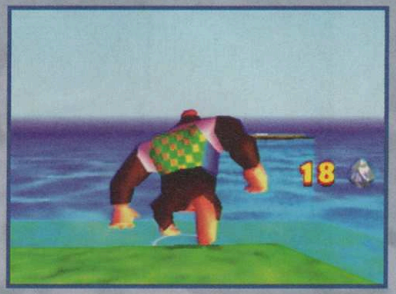


Galleon Entrance

4 giant x

EASY HARD

After you get Tiny's Golden Banana on top of K. Rool's ship, a Chunky Barrel will appear on that small island with the single tree near the Fairy Temple – swim on over there with Chunky. When you leap into it you'll become your larger self, go ahead and have some fun knocking around those blue beavers on the main island. Once you've had your fun, swim on over to the small island with the large "X" on it, and slam down for one of those collectable Golden Bananas you hear all your friends talking about...



5 visible vines

EASY HARD

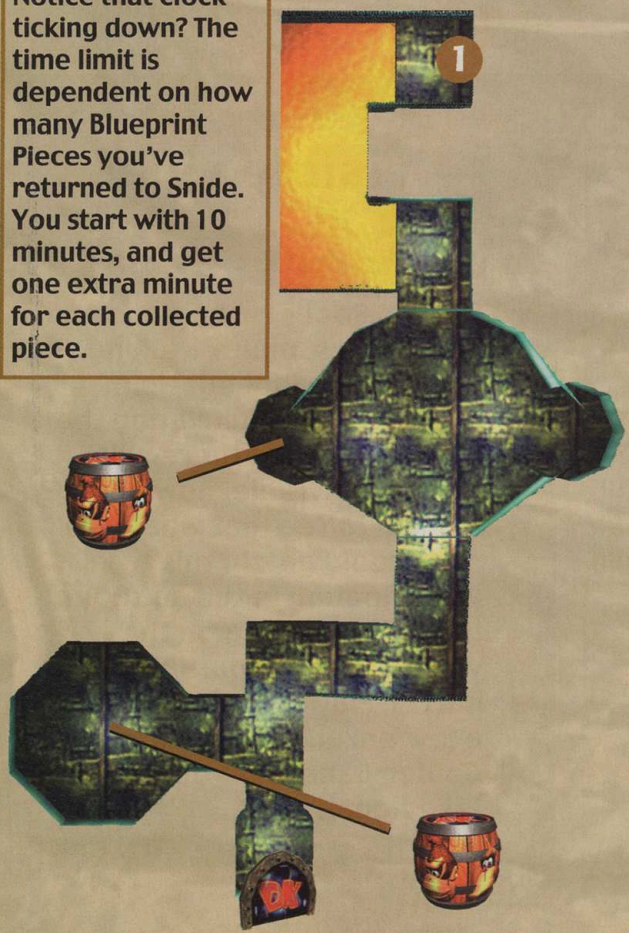
Climb K.Rool's rusty island and hop into his mouth – taking you into the Hideout Helm entrance area. Activating the Chunky Facepad there will turn you invisible, now allowing you to see that what you once could not: In this case, vines floating in the air. Go to the left and swing on the vines to get to your last Bonus Barrel. Play Kremling Kosh for a few dozen seconds, and a Golden Banana is yours to take home!

Hideout Helm

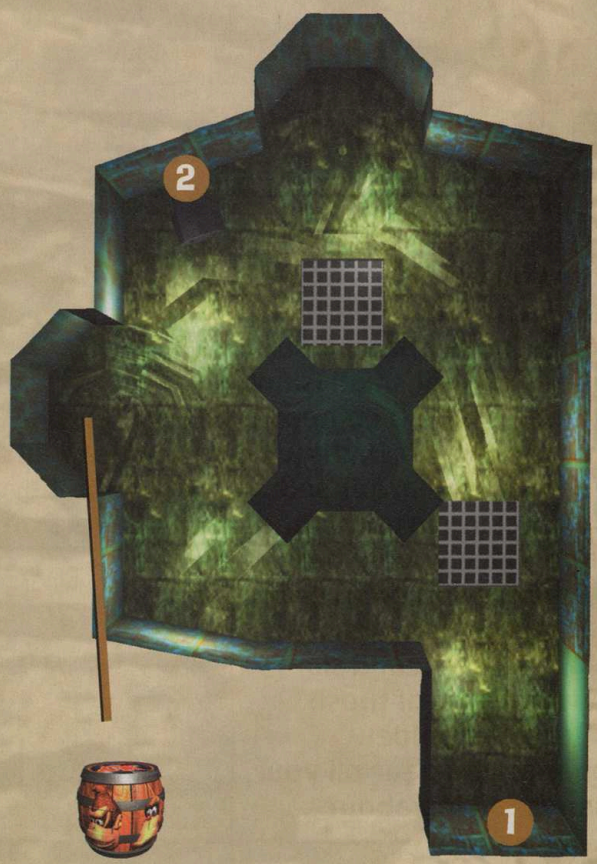
#of Regular Bananas Needed to Fight Boss: Huh?

As you can tell by the comment above, there is no boss on this level, although completing it will allow you to take on your final foe – K.Rool! Defeat the mini-games to gather five Medals, but make sure you have the Coins and Crowns needed for the Final Key. Good Luck!!

Time Limit!!
Notice that clock ticking down? The time limit is dependent on how many Blueprint Pieces you've returned to Snide. You start with 10 minutes, and get one extra minute for each collected piece.



Hideout Hallway



Hideout Basement

1 Donkey's Medal

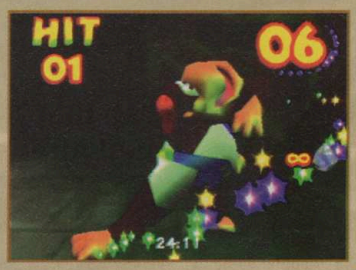
Games:

Right: Rambi Fun!
Left: Blast Barrel

2 Chunky's Medal

Games:

Right: Shoot Baddies!
Left: Find Kremling



3 Tiny's Medal

Games:

Right: Star Jumper
Left: Don't Hit Ground!

Evil Machine

4 Lanky's Medal

Games:

Right: Fire at Foes!
Left: Sprint for Switch

Final Key

x2

Items Needed:

x4

See Page 34 See Page 48 See Walkthrough

Throne Room

5 Diddy's Medal

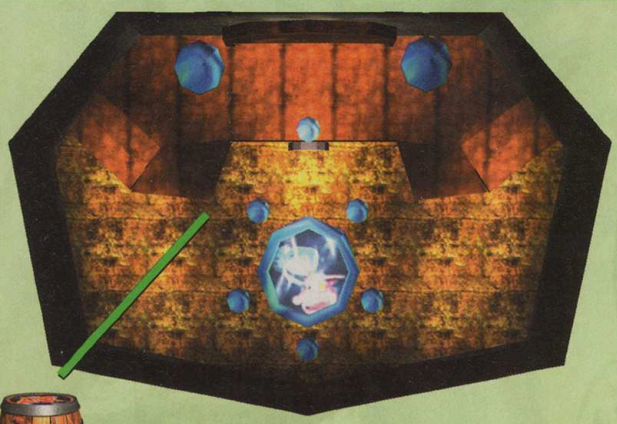
Games:

Right: Flying Fun
Left: Baddie Bash

That's it! Now the way to the ThroneRoom is open!

Bosses!!

To fight the bosses in DK64, go through the Exit Doors marked on the maps. If you have enough Regular Bananas to feed Troff, prepare to battle!



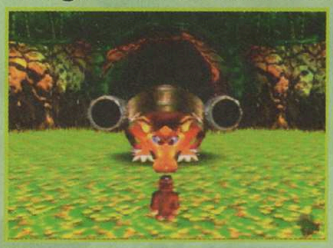
Troff & Scoff Room

Army Dillo

Jungle Japes

Kong Used:

Following that long-standing video game tradition, the first boss in DK64 is pretty easy. All you need to do is run back and forth behind the TNT Barrel, dodging the Armadillo's fireballs. When he shows his face, grab that TNT Barrel and throw it at his mug! After each hit the Armadillo will roll around a bit, just keep running left to dodge. Repeat this tactic, and after three hits, a Key will be yours!



Fire Dragon

Angry Aztec

Kong Used:

Diddy will have a slightly harder fight than Donkey...but not by much. His foe is a flying dragon. Don't let his size scare you though, he's easy to defeat if you keep your cool. Run to the left or right to dodge this boss' fireballs, and when he lands, chuck that TNT Barrel at him! Just like the Armadillo, after three explosive hits he'll be out of the picture. Well, at least for a while...

Jake in the Box

Frantic Factory

Kong Used:

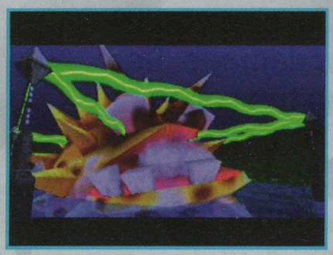
You can beat this boss the old-fashioned way, by using jumping skills, but why bother? All you really have to do is fall off the side of the ledge as soon as the battle begins. An elevator will bring you up, but DON'T get off it! Wait until this evil box is done jumping, then leap off and run to the switch that's the same color as the pedestal the boss is resting on, slam it, then fall off! Do this five times and he's out!

Sea Spike

Gloomy Galleon

Kong Used:

To defeat this boss easily, keep circling your spikey foe counter-clockwise to dodge the falling rocks and his attacks. Keep an eye out for DK Stars, and sail through them. After you go through five stars, the boss will take a hit... Keep an eye on those stars, the timer resets at a lower limit after each round, and if you miss a single star in the last couple rounds, there's a good chance you won't be able to finish him off... Keep this up for five rounds and you've won!



Fire Dragon 2

Fungi Forest

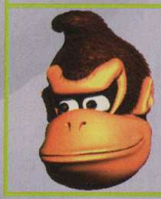
Kong Used:

Ah, it's Chunky's turn. That's right, he's got an old boss. Don't let that fool you though, this new upgraded Dragon is much harder than his last version! Aside from shooting fireballs a bit quicker, this foe has a new attack that will take out anything on the arena! The only way to dodge this is to hang off the side, so get ready to do this whenever you see a wall of fire! After a few hits of the TNT barrel, turn into Hunky Chunky and Primate Punch as fast as possible!

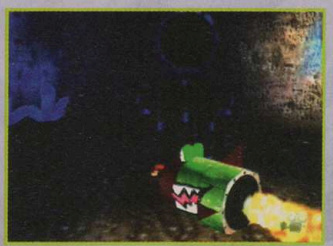
Army Dillo 2

Crystal Caves

Kong Used:



The second returning boss is also not as easy as his first version, but he's certainly not as hard as that dragon! To defeat the new and improved improved Armadillo, stick with the same tactics you used before, but this time watch out for his homing missile attack! The problem with the missile is you can't even really see Donkey when it's flying around, so keep running to avoid being hit! Leap over his shockwaves, and hurl those barrels when you see his face!

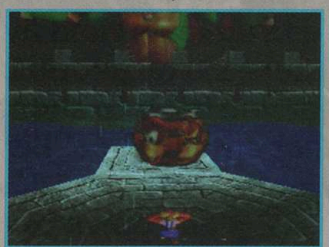


Kardboard K.Rool

Creepy Castle

Kong Used:

Technically, you might have to use every Kong against this flat boss. But, you start with Lanky, and if you take your time, you could finish with him as well! For the first target, jump into the cannon facing the cutout three times. The second target can be hit after you dodge two laser blasts, and then aim at the BRIGHTLY colored one three times. For the final one, dodge the lasers twice, watch him appear from right to left, and fire at the spot you think he'll pop up at next. It might take a few tries, but don't worry: If you miss, you've got other Kongs in the Tag Barrel! Three hits and it's over!



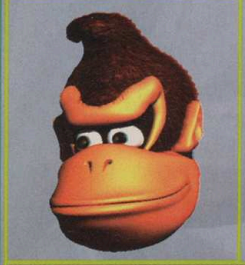
Final Boss!!

It's time to take K.Rool down!

He kidnapped your friends. He's trying to blow apart Kong Island. He sent evil blue beavers after you. But, worst of all, K.Rool stole all of your Golden Bananas. It's time to show this evil reptile who's boss once and for all! Just leap into his fallen aircraft to begin the final showdown...

First Form!

Kong Used:



Here we go! K.Rool's first tactic is one of his most danger-ous and distracting – his choice of clothing... Stop laughing and concentrate on the fight! Well, go ahead and pause if you want to laugh, but I expect you to be serious when you begin. Ready? Good... OK, this fight is pretty easy, just dodge K.Rool's attacks by leaping over his shockwaves. When the barrels appear, jump into the closest one and take aim. Wait for his hands to raise before you fire, or else you'll just bounce off and take a bit of damage. Be careful though, on the second and third taunts, he'll try to fake you out by lifting his arms, then quickly lowering them again. Wait for the second arm lift before firing. On the final taunt, this tricky boss will fake-lift three times in a row! Wait until the fourth before blasting away...

Second Form!

Kong Used:

After Donkey's had some fun knocking around K.Rool, it'll be Diddy's turn. To start off, dodge K.Rool's Flying Fist attacks by running to the middle of the ring, and then jamming back as soon as his glove comes flying at you. After this happens a few times, a Diddy Barrel will appear, and you know what that means! Take to the sky (hold down the Z but-ton when you leap!) and fly up to the spot-lights. There's a target on both sides of each light that you have to shoot, but K.Rool won't make that easy for you. His Flying Fist attack will be in full effect – hover up and down to dodge the gloves. It's a good idea to hit one side of the light, and then fly all the way around to the other side (the long way), and you'll easily dodge his attacks! After you knock all four lights down, it's time for some Lanky fun!

Third Form!

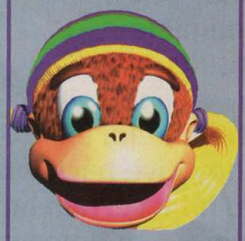
Kong Used:

A bit of patience and a pair of stretchy limbs are all that's needed to knock out a blind K.Rool – luckily Lanky has an ample supply of both! Well, at least he's got the limbs part... Anyways, as you will quickly notice, K.Rool won't be able to see you during Lanky's round, but that doesn't make him any less dangerous! To defeat this form of K.Rool, hit those numbered posts outside the ring. Grab the barrel, throw it into the MIDDLE of the ring, then stand on a Musicpad. Once K.Rool is diagonal to you, play away! After four falls, a new round begins!

Fourth Form!

If K.Rool had only bought new shoes to match his spiffy new boxing outfit, the Kongs could never have defeated him... Why is this you ask? Apparently years of kicking around his minions took their toll on his boots, and an entranceway for a small Kong formed. As Tiny, dodge K.Rool's shockwave attacks until a Tiny Barrel appears, and then use it to enter K.Rool's shoe as he...well, recovers from his attacks. Each time you enter his shoe, you'll have to knock out one of his toes. Watch the wiggling for a clue on which toe(s) will be attacking next!

Kong Used:



Fifth Form!

Kong Used:

The final fight! Thanks to a bit of K.Rool's patented cheating, with him turning invisible and all, this fight won't be easy... First hit the Plate, then take your time and watch K.Rool's pattern (look at his shadow) before running to the Pad and activating your Gorilla Gone power. Now that you're invisible, both K.Rool and a crazy Chunky Barrel will appear! Turn large and you'll find yourself in the ring's corner, with K.Rool on the other side. He'll come running at you, so get ready to hit! The first time he'll be slow, the second fast, the third fast and invisible, and the fourth, winding and invisible! Watch his pattern and throw your punch right before he's on you! After you knock him down all four times, sit back, and get ready for the ending!

Bonus Round Madness!

You say you like bonus games? Well, do you? Then Donkey Kong 64 has more than enough to keep you busy. Here's a list of the most challenging bonus rounds. There are a couple not listed here (Speedy Swing Sortie and Splish Splash Salvage), but those are pretty basic and shouldn't give you much trouble...

Kremling Kosh

Difficulty: MEDIUM

Those crazy Kremlings, hiding in barrels and all. It's time you teach them a lesson with your Melon Gun. When they pop out and blurt out unintelligible insults, fire away and nail them before they dive back into their barrels. You'll have to hit a certain amount in the time limit to win (each time you face this bonus round the amount will rise). Keep an eye on the Red Kremlings, they'll give you more points, but move much, much quicker – it might be a better idea just to concentrate on the normal Kremlings until you get a pattern down...

Krazy Kong Klamor

Difficulty: MEDIUM

Now you too can thrill to hitting those crazy Kongs with watermelons... Actually, you're supposed to go after the Golden Banana that appears with the Kong clan. You've got to be fast though, the lights turn on and off quickly, so you'll need to aim and fire at that Banana as soon as it appears....

Beaver Bother

Difficulty: HARD

Yup, the way they randomly attack small children and all, beavers sure are annoying. But now you can fight back! The idea behind this game is simple – just herd the blue beavers into the hole. Sadly though, this task isn't nearly as easy as it sounds. Using your Klaptrap, bark on both sides of the beaver until it freaks out and leaps in the void. Don't just keep barking on one side, or you'll often just have a beaver running around in circles...

Batty Barrel Bandit

Difficulty: EASY

Gambling: It's fun, but expensive. In Donkey Kong 64 you can challenge the "one-armed bandit," but can walk away without ever losing a dime. It's actually very easy, just line up four Golden Bananas in a row – do this three times and you've won! There's a clock ticking down, but don't worry, there's more than enough time to complete this round, even if you screw up once or twice...

Searchlight Seek

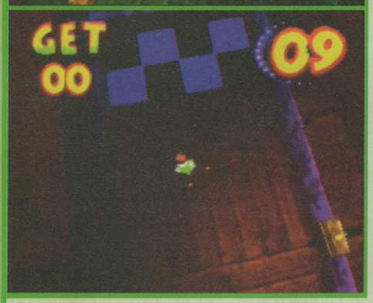
Difficulty: EASY

It seems that someone turned out the lights in this barrel, but luckily you brought a flashlight! Scan the inside of the dark barrel with your light to find that moving Klaptrap (he'll run quicker in this bonus stage later in the game), and fire away with your Melon Gun! We recommend keeping your scanning to a certain area (such as the top half), so you'll have a better chance of "running" into him in the time allotted...

Maze Madness!!

Difficulty: VARIES

What can possibly be more fun than running through a maze filled with enemies? That's right, running through that maze while being timed! Actually, in Donkey Kong 64, there are three major types of mazes you'll face in Bonus Barrel: Statsh Snatch, Stealthy Snoops, and Mad Maze Maul. In Stash Snatch, it's up to you to collect a certain amount of coins (the number needed is displayed on top of the screen), and then to find your way out before time is up. Mad Maze Maul is similar to Statsh Snatch, but instead of finding a certain amount of coins, you've got to hunt down and knock out a number of baddies! The last regular maze type is called Stealthy Snoops, and is easily the most challenging of the mazes, and in my opinion, the most fun. Almost like trying to enter the castle in the beginning of Zelda 64, you've got to make it past guards without being seen – although this time you'll have to do it in the dark. Just be wary of their flashlights, and watch their pattern for a few seconds before dashing past them (they'll often turn around at the worst possible moment)...



Peril Path Panic

Difficulty: MEDIUM

Evil! Evil! This game is evil! Well, not as evil as the one below, but very bad nonetheless. See those six Klaptraps? They're hungry, but luckily oblivious Fairies keep drifting past – the perfect reptilian snack. Those poor, poor Fairies. It's up to you to save them! Shoot melons at those Klaptraps to shut their traps, giving the Fairies a safe path. But be careful though, those Klaptraps will only be stunned for a few seconds, and will wake hungry, so keep firing away!

Teetering Turtle Trouble

Difficulty: EASY

I think I saw this in a circus once... These snakes have taken the term "playing with your food" to a whole new level, spinning their dinners on their tails, slowly lowering the dizzy turtles to their waiting mouths. Luckily for those shelled reptiles, you're armed with the latest in Melon Gun technology... When you hear a turtle yelp out "help!", fire away at the snake until he raises his potential food back up...

What can possibly be more annoying than a fly buzzing around your head? Right, a fly that laughs while doing it... In Big Bug Bash, quite easily the most disturbing of all the mini games, you have to smash a certain amount of flies in the time limit. To complicate things, these flies move like lightning, and their laugh can drive you to the point of madness. I recommend just staying in one area and slapping your swatter like crazy.

Big Bug Bash

Difficulty: HARD

Secrets Section!

Get the Camera!

One of the first things you should do as Tiny with the Mini-Monkey power is to go see the Fairy Queen who lives in that strangely-shaped temple near Banan-aporter #4. She'll give you a Camera – the only way to get that 201st Golden Banana!

201st Banana!!

So, 200 Golden Bananas aren't enough for you? Are you really that greedy? Yes? Good! OK, here's how to grab that elusive 201st Golden Banana: Capture all 20 Fairies! It's really quite simple if you know where all the Fairies are (check out the chart on the right for a clue), but you'll still need a steady camera hand to nab a few of the quicker ones... Once you have all 20 of those golden sprites, make your way back to the Fairy Queen and collect your last prize. What do you get with the Rare Banana? A longer ending! So, go nail K.Rool, kick back, and enjoy...

Capture the Fairies!

Jungle Japes	Behind Rambi Wall	pg. 11
	When you get Lanky's #1 GB	pg. 18
Angry Aztec	Inside Llama Temple	pg. 25
	Inside Tiny's Temple	pg. 31
Frantic Factory	Near Funky after Tiny's #3 GB	pg. 37
	In hallway to Donkey's #2 GB	pg. 37
Gloomy Galleon	Smash chests with Chunky	pg. 48
	Inside Sunken Ship with Tiny	pg. 51
Fungi Forest	After you get Diddy's #3 GB	pg. 66
	Inside "?" box in Thornbush Barn	pg. 63
Crystal Caves	When you get Diddy's #2 GB	pg. 75
	When you get Tiny's #5 GB	pg. 75
Creepy Castle	In room with Donkey's #2 GB	pg. 89
	In Museum with Tiny	pg. 95
The Islands	Hit Feather Switch	pg. 101
	Smash open box	pg. 101
	After you get Tiny's #4 GB	pg. 100
	On small island with tree	pg. 100
Hideout Helm	Behind the Coin Door	pg. 113
	Behind the Coin Door	pg. 113

All Arena Locations!

So, you need another crown or two to beat the game, or just want to collect them all? No problem!

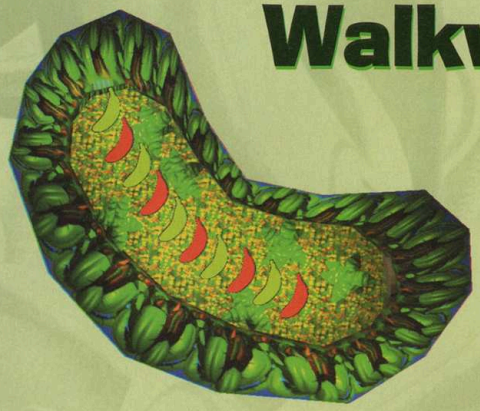
Jungle	In front of Funky's House	pg. 10
Aztec	When Lanky gets #4 GB	pg. 25
Factory	Donkey pulls lever in R&D	pg. 37
Galleon	Chunky smash gate below Cranky	pg. 48
Forest	Fly up G. Mushroom with Diddy	pg. 63
Caves	Same area as Donkey's #2 GB	pg. 75
Castle	After Lanky gets #4 GB	pg. 97
Islands	Next to Snide's House	pg. 100
Islands	In Forest level opening	pg. 101
Hideout	On top of Evil Machine	pg. 113

RAREWARE

Bananappendix

Here's the exact locations of all 3500 Regular Bananas in Donkey Kong 64. Yeah, that's right, 3500. Why so many? We don't know. In fact, you don't get anything for nabbing all of them. But, just in case you need a Regular Banana or two to fight a boss, or are insane and want to collect them all for your own personal satisfaction, we've included this feature into our book. Have fun!

Walkway



Main Hub

Tunnel

Jungle Japes

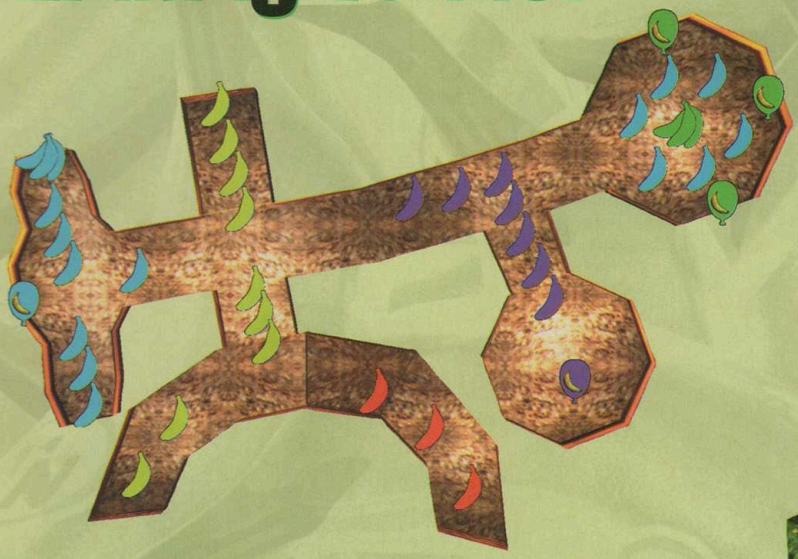
Cranky's Clearing

Dragon Cave

Legend

	1 Banana
	5 Bananas
	10 Bananas

Linking Tunnel



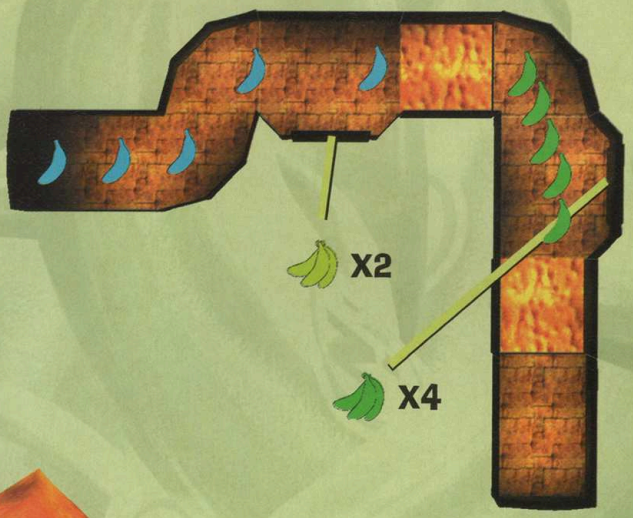
Beehive Area

Jungle Japes

Legend

- 1 Banana
- 5 Bananas
- 10 Bananas

Entrance Cave

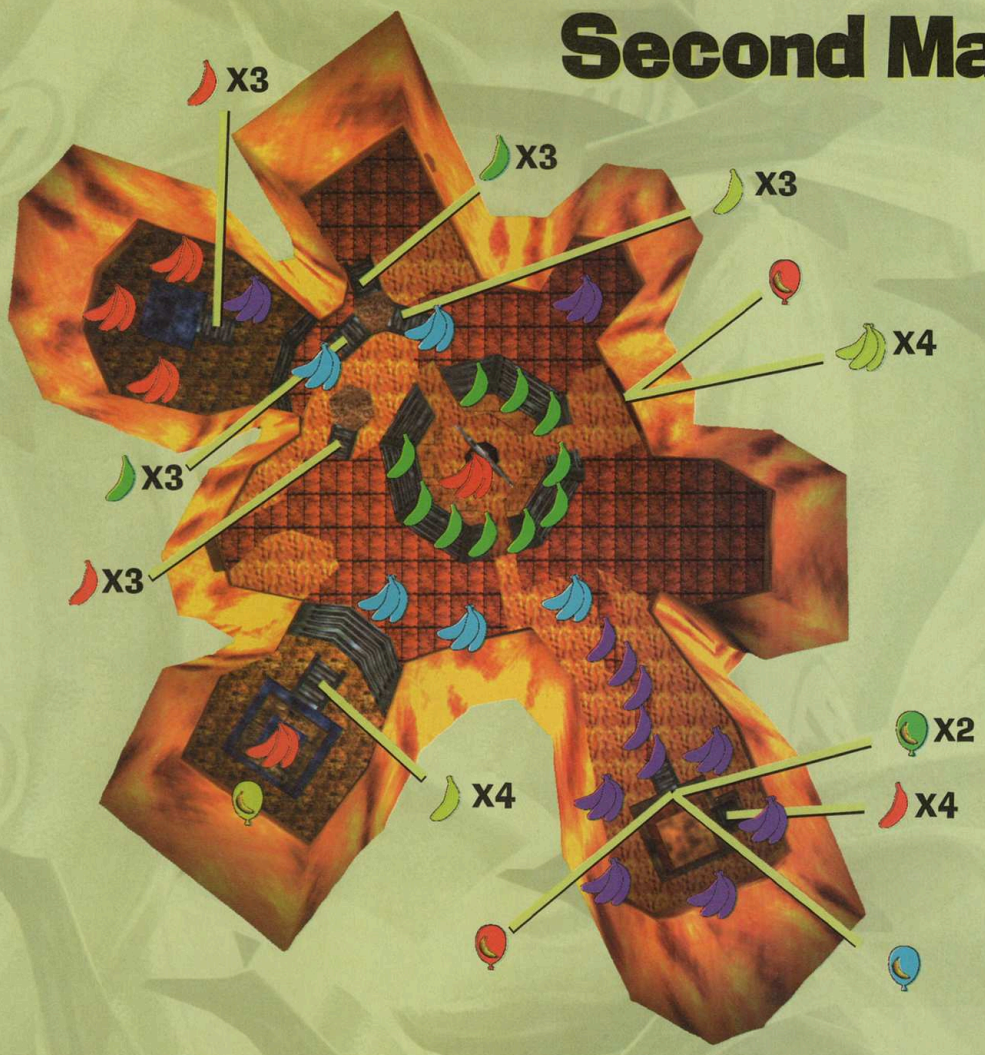


First Main Hub

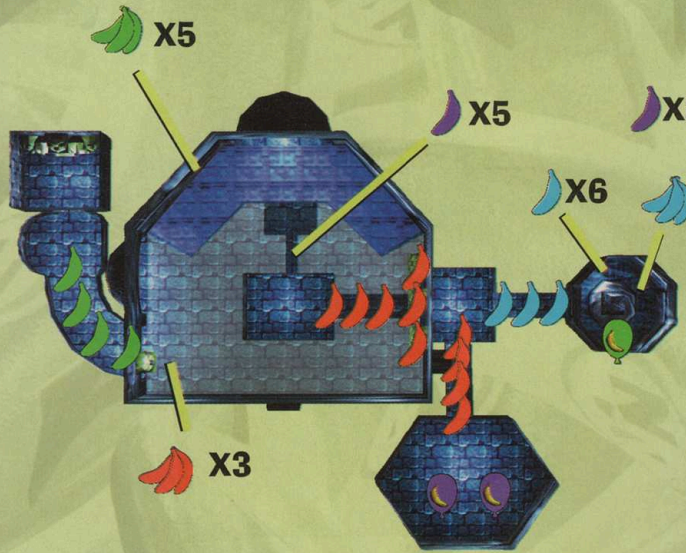
Angry Aztec

Hub Passage

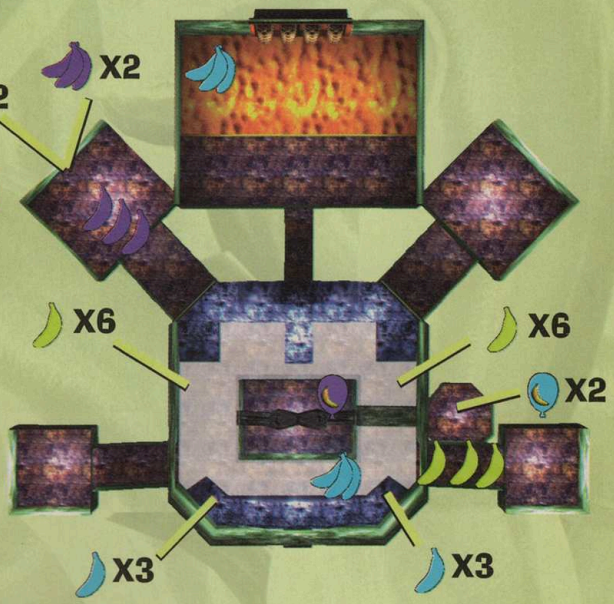
Second Main Hub



Llama Temple



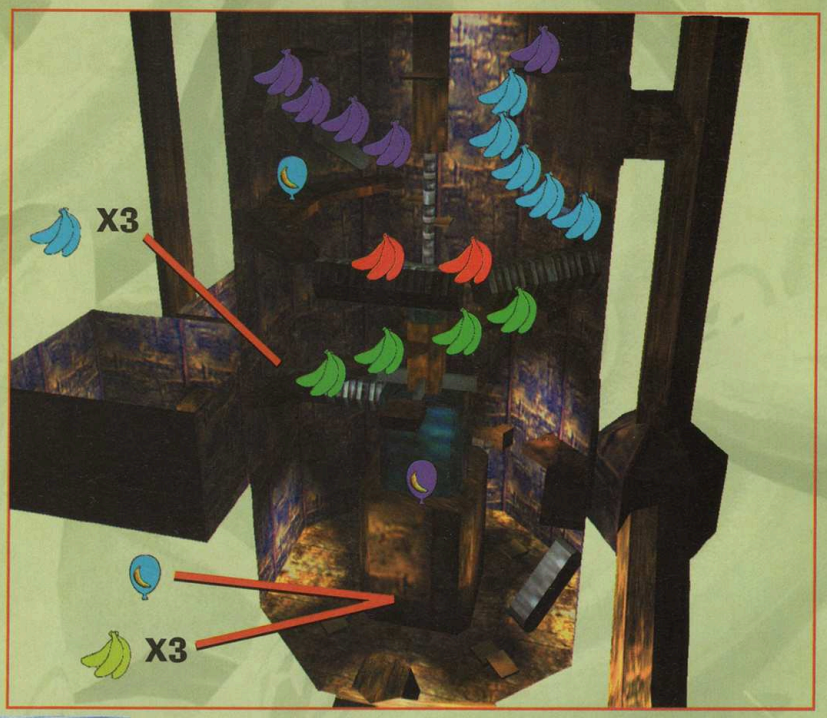
Dome Temple



Angry Aztec

Legend

	1 Banana
	5 Bananas
	10 Bananas

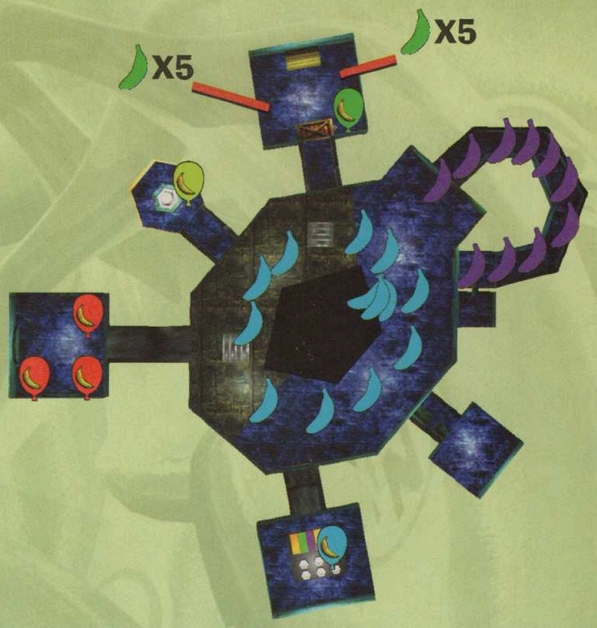


Production Area

Frantic Factory

Lobby

Testing Area



R&D Room

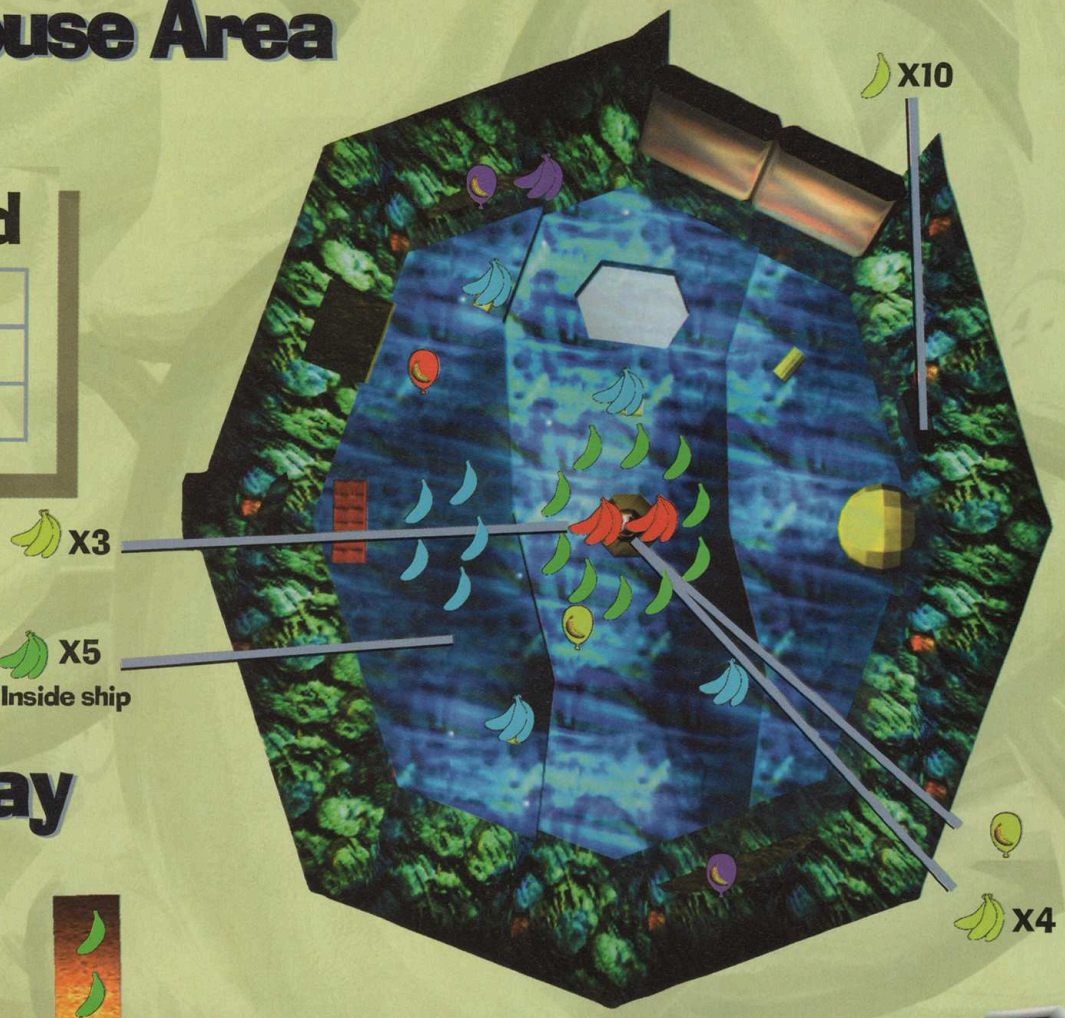
Frantic Factory

Gloomy Galleon

Lighthouse Area

Legend

	1 Banana
	5 Bananas
	10 Bananas



Walkway

Cannon Room

Shipwreck Area (below water)

Shipwreck Area (above water)

Gloomy Galleon

Big Clock Area

Tomato Field

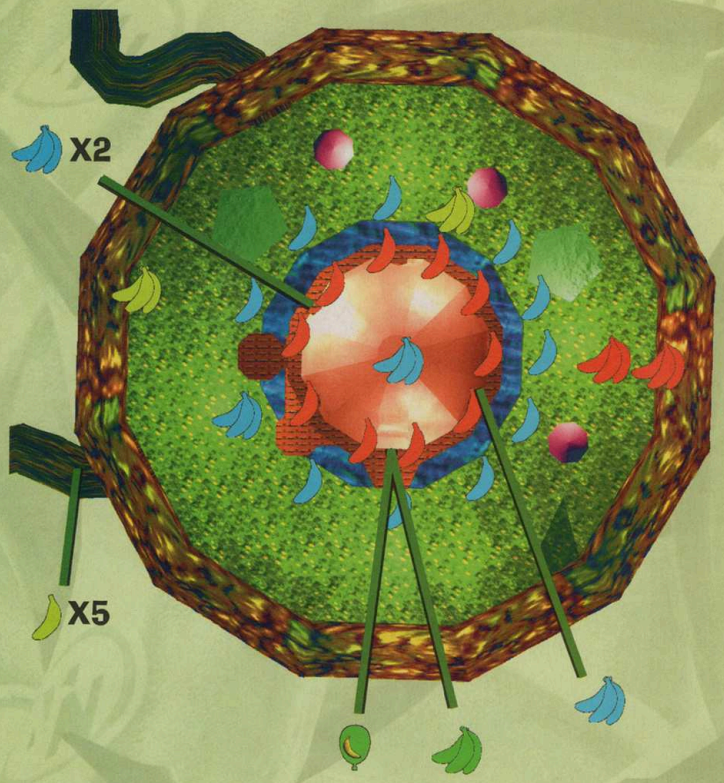
Giant Tree Area

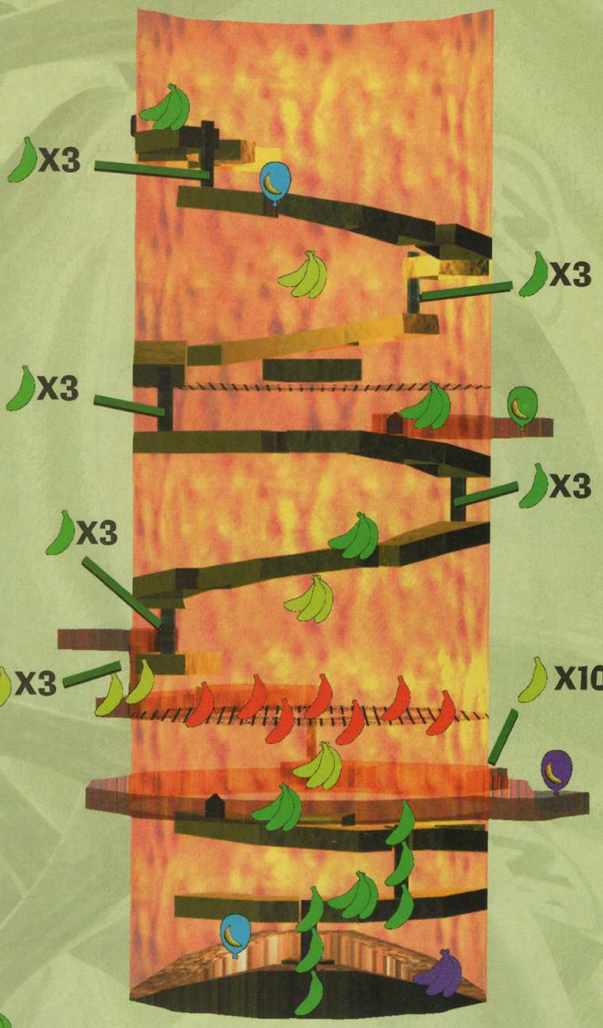
Legend

	1 Banana
	5 Bananas
	10 Bananas

Fungi Forest

Giant Mushroom Area





Sawmill Area

Fungi Forest

Crystal Caves

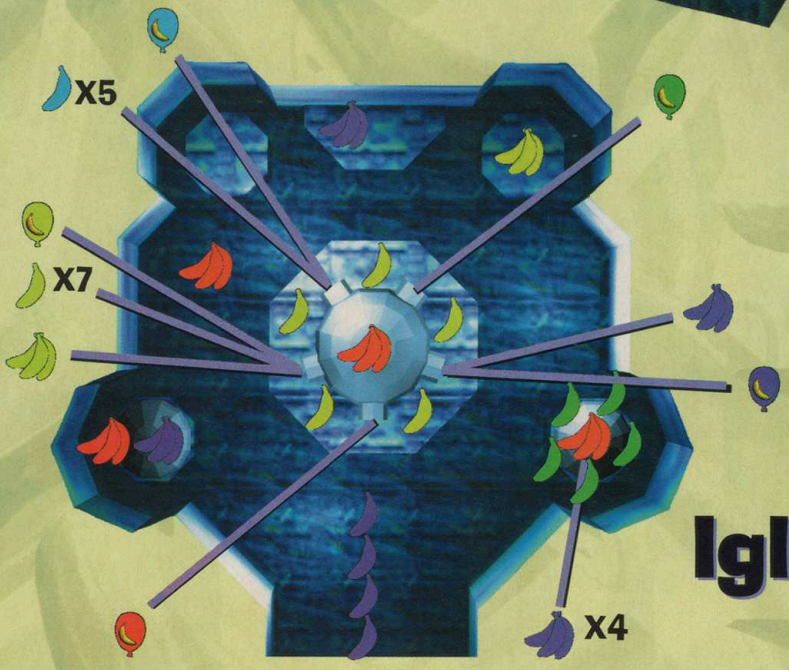
Main Hub

Legend

	1 Banana
	5 Bananas
	10 Bananas

Entrance

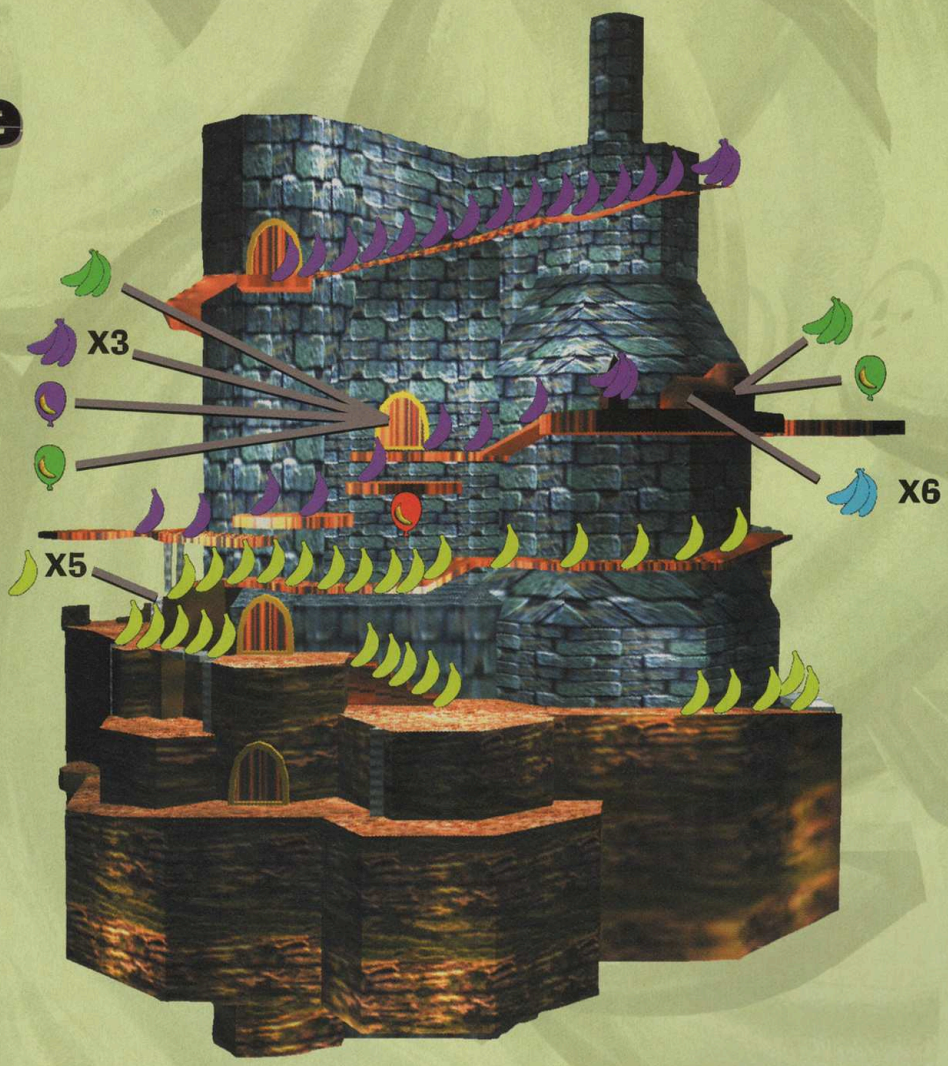
Cabin Area



Igloo Room

Crystal Caves

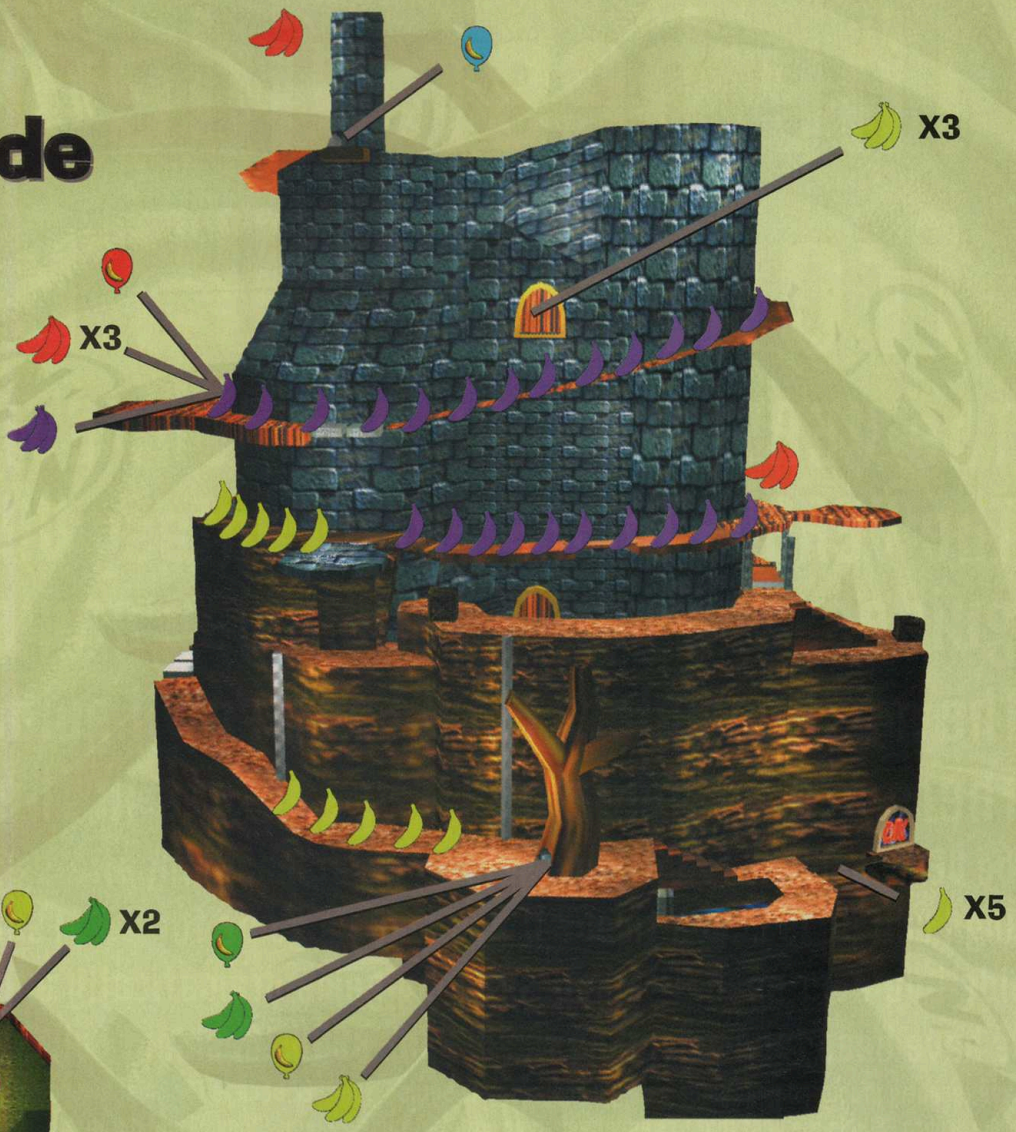
Castle Front Side

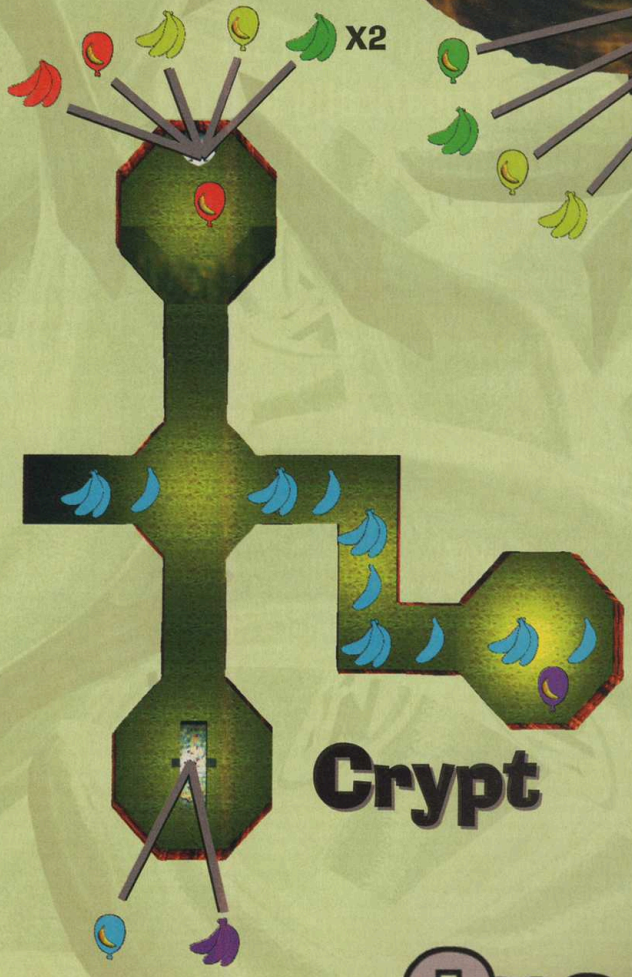


Dungeon

Creepy Castle

Castle Back Side





Crypt

Legend

	1 Banana
	5 Bananas
	10 Bananas

Creepy Castle

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The layout and all the advice were excellent. The bonus artwork and posters are kickin'. All the combos in you guide were very helpful. I am surprised at how much detail and strategy is in this book. The art section is a big plus. I might order a second one to keep under preservation (who knows how much it'll be worth in the future). I hope you are the ones to do the strategy guide on the upcoming Street Fighter Alpha 3! Keep up the great work! -Goumodi... "Your Final Fantasy 7 book is the best!" -Fam Ruiz "I love the book. It has great details! My best friend had a different book and it doesn't have the Enemey Skills in it, yours does!" -Todd Hargrove "I loved this book. I love the humor and the personal observations that Casey makes about things in the game. 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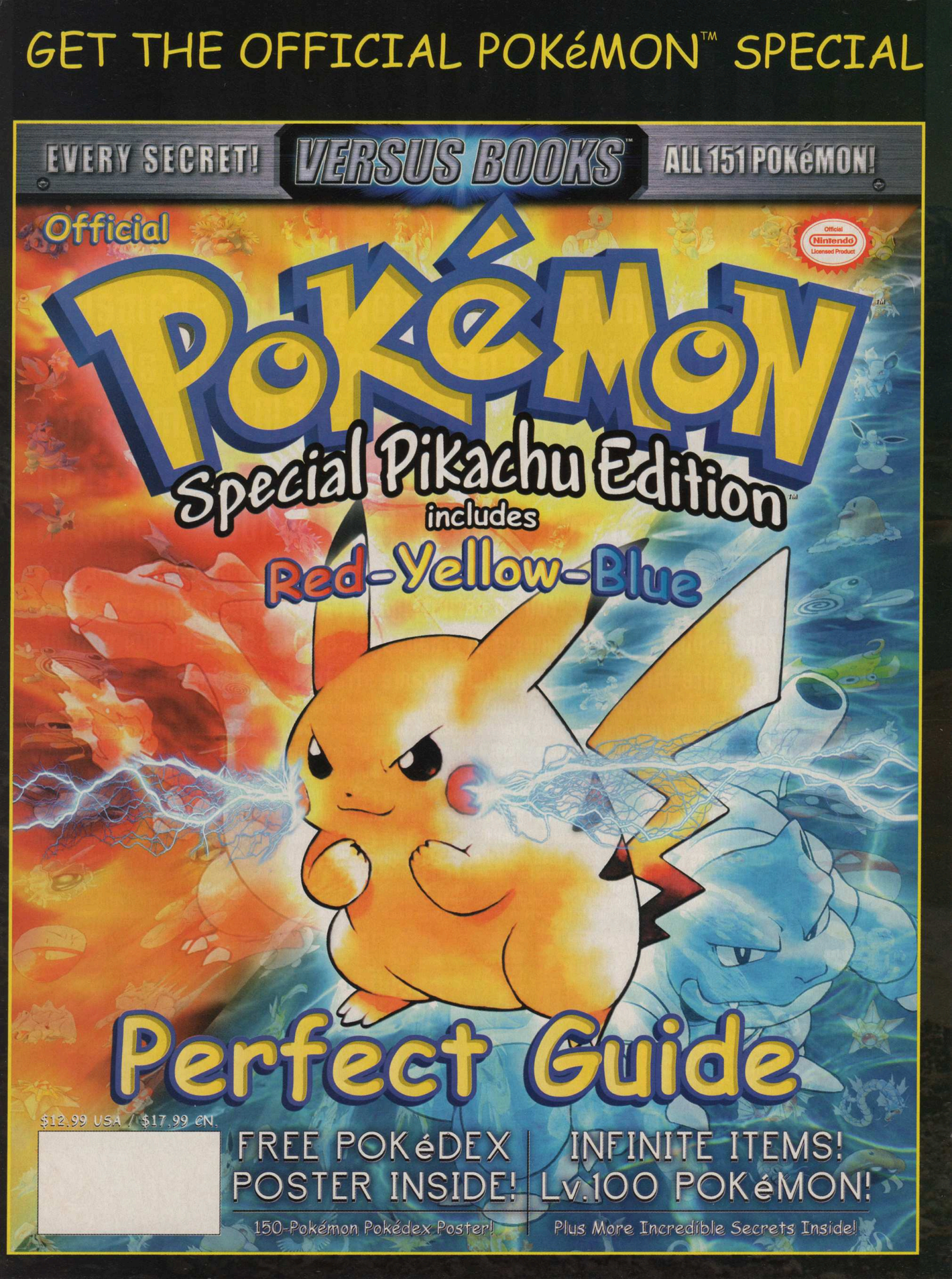

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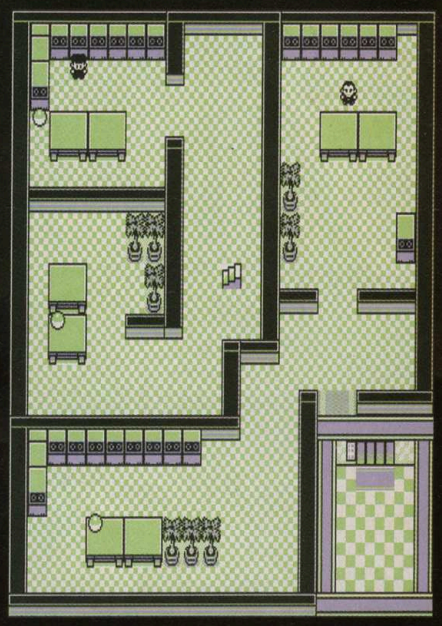

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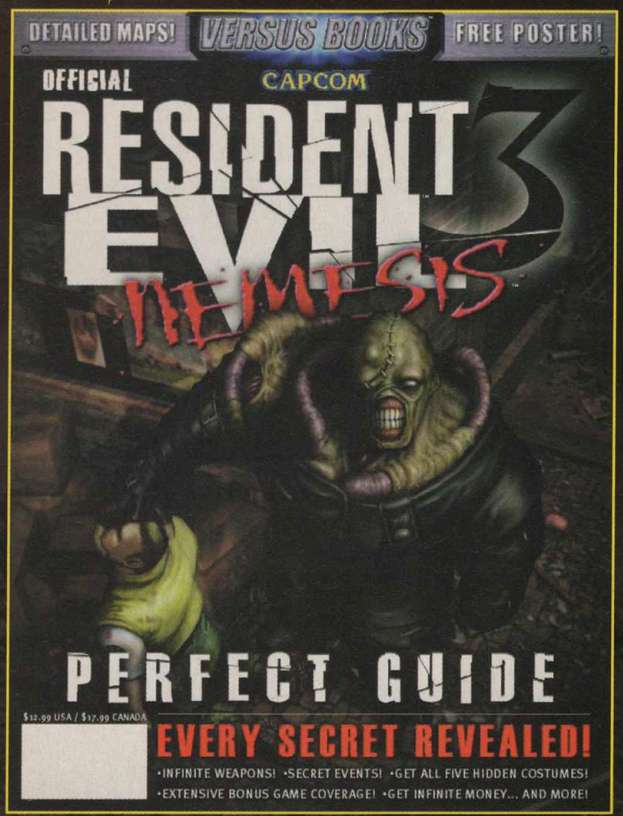

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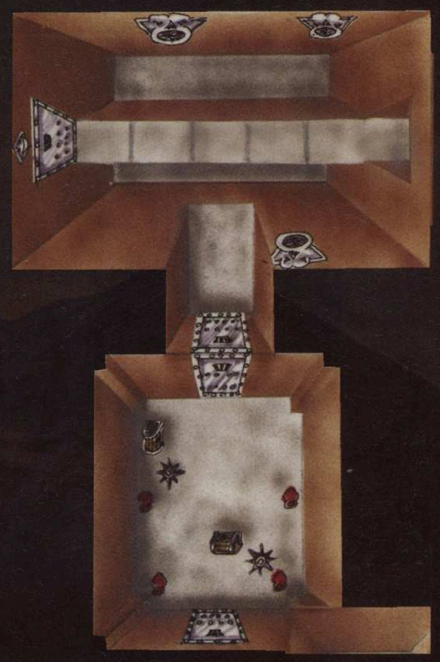

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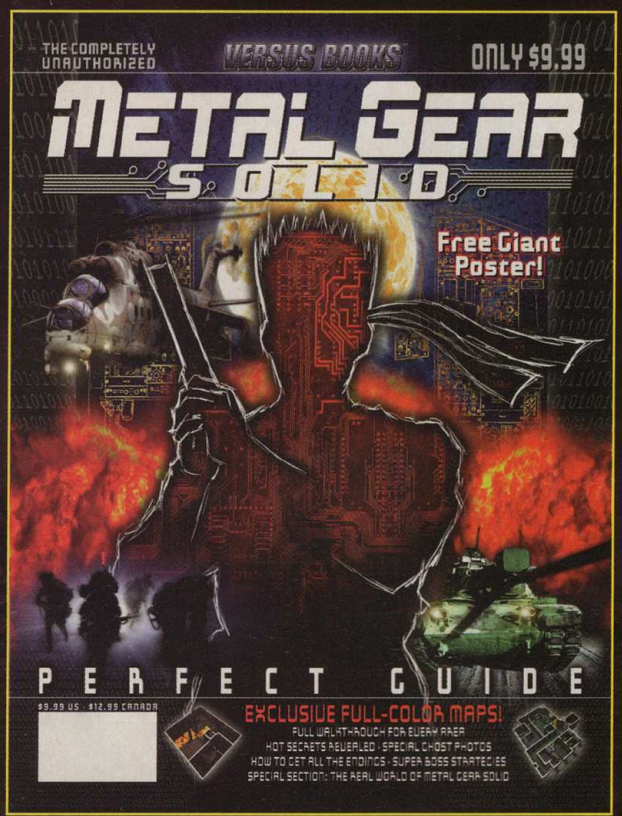
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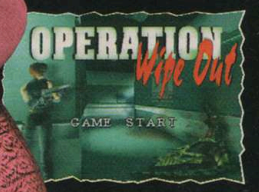

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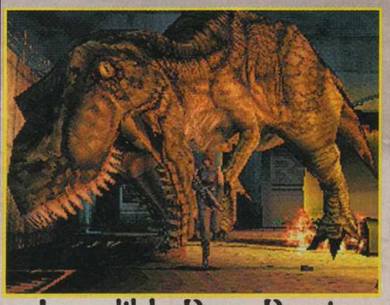

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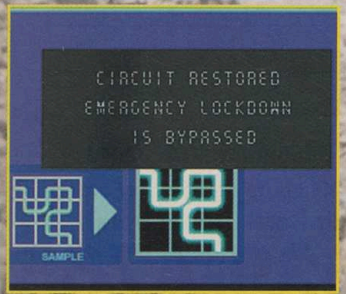

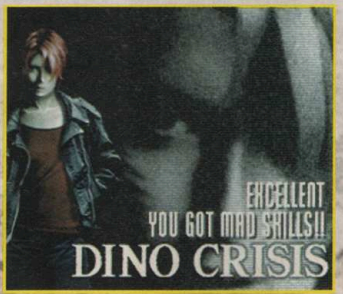

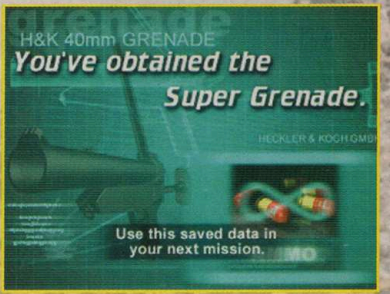

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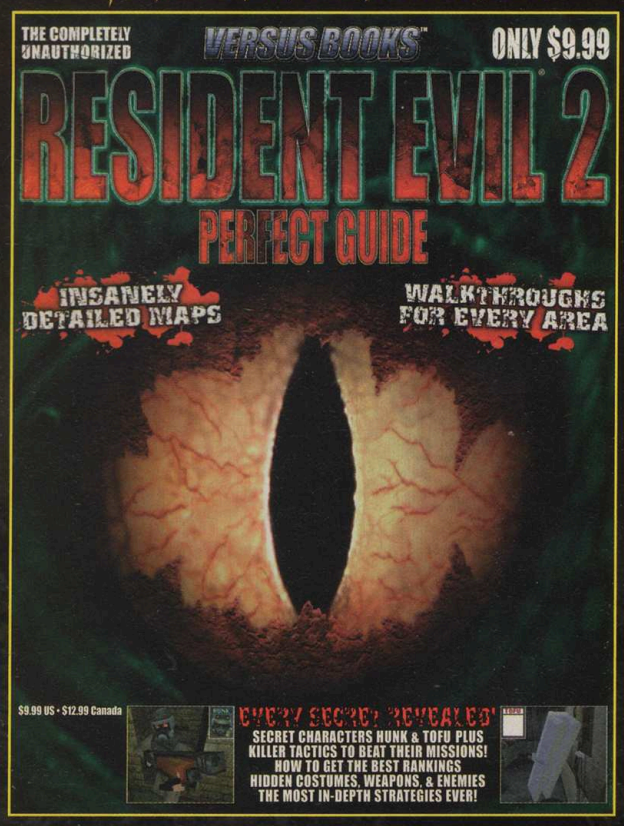
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